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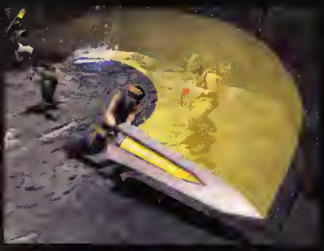

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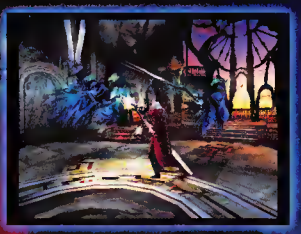

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Contents

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ON THE COVER: Three big strategy guides for three amazing game systems: *Super Smash Brothers Melee* for GameCube, *WWF Smackdown! "Just Bring It"* for PlayStation 2 and *Shrek* for Xbox. Also, don't forget *Metal Gear Solid 2*...

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departments

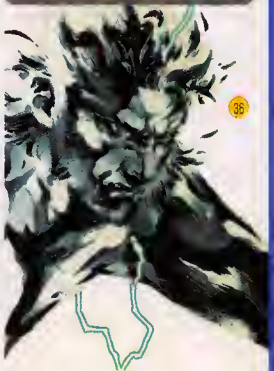
Readers' Tips — 10
Select Games — 44
Pencil Puzzles — 60
Hint Hotlines — 82
Sports Desk — 84
Hard Core — 86
Tournament Report — 88
Collector's Closet — 90
Japan Report — 94
Cool Zone — 96

strategies

WWF Smackdown! "Just Bring It" — 14
by Pat Reynolds
Super Smash Bros. Melee — 22
by Jason Wilson
Shrek — 30
by Charlotte Chen
Metal Gear Solid 2 — 36
by Ara Shirinian

codes

PlayStation 2 — 52
Xbox — 56
GameCube — 56
PlayStation — 57
Nintendo 64 — 64
Game Boy Advance — 70
Game Boy — 71
Dreamcast — 74
GameShark — 78



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Readers' tips

Got a question, comment or fast-food gift certificate for the editors of *Tips & Tricks*? Write us at this address:

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We can't respond to every letter, but we do read 'em all...well, the ones with proper postage, that is.

The "Thin Man" from the final version of *Tony Hawk 3*.

The "Thin Man" as he appeared in a pre-release version of the game.

Angus Scrimm as the "Tall Man" from the original *Phantasm*.

FUNKY BGM

I have quite a few questions I would like to ask you. First of all, I traded in my PlayStation for a Super NES. Lots of people think that Super NES sucks and that I made a very bad decision, but I like the old 2-D games with funky '80s music in the background; they are so incredibly fun to me. Is there any reason why they don't make Super NES games anymore? I mean, is it possible for Nintendo to make Super NES games? Are they afraid they won't sell because they think nobody has Super NES? Also, I really like *Super Punch-Out!!* Can you get Nintendo to make another one, please? Probably for GameCube or something? I would get one of my friends to buy it or get it for their birthday and play it for days! I need more! I need more! I NEED MORE! Please! They could have more characters and more rings and music! Oh, if only!

And last but not least, do you guys have screen names or e-mail addresses so I can get a direct response instead of buying every single issue to see if the response is actually in there?

—Daniel Blanco
Colombus,OH

Thanks for your letter, Daniel. The Super NES has been dead for quite some time now. We don't think Nintendo has any interest in supporting that console. While there will always be fans, and there is certainly something to be said about the virtues of old products, this industry like many others is driven by newness. Most people want something new, not something old. Believe us, if Nintendo thought that it could make just as much money making Super NES games, it probably would. Researching and developing new technology like this is increasingly expensive. No company would go through with it unless it was either more profitable or necessary to remain profitable. On the other hand, now that the Game Boy Advance is in stores, you can enjoy portable games that are comparable in quality to the Super NES. Already, games like Phalanx have been converted for the GBA from existing Super NES titles. You can be sure to expect more of this in the future!

Regarding your second question: We don't have an e-mail address for reader correspondence. Even if we did, you would not be able to communicate with us directly. We're very busy and putting out a magazine like this every month is time-consuming! If we were sitting around answering Instant Messages all day long, we wouldn't have enough time to bust out new cheat codes or our detailed strategy guides, and then the magazine would really stink. We love and appreciate all the letters we get, but we simply don't have time to personally respond.

PHONY CODES

I have been on the Internet for codes many times, and most of the code websites have phony codes or incorrect information. How do you make sure all your codes work? Do you buy all the games and systems and test them out yourselves? Or do you have someone else do it for you?

—Mark Williams
Anchorage, AK

There's only one way to know if a code is correct or not, and that's to try it out! We have a huge game library and dozens of game systems; we use them to personally test every single code you find in our magazine and in our Codebook special issues. Other sources of codes may appear as though they have lots more information than we do, but they really have a lot of bogus codes mixed in with the ones that do work! You can be confident that a code in our publication is always one that works; that's why the Internet is free and our magazine costs money.

BOOOYYYYY!

In your November issue, you said that the "Thin Man" in the Suburbia stage of *Tony Hawk's Pro Skater 3* looks just like the Tall Man from the movie *Phantasm*, but you're wrong! That guy has dark hair and a beard— he doesn't look anything like him! Please don't make a mistake like that again.

—Tom Sillman
Chicago, IL

Believe it or not, the Thin Man used to look quite different from the way he appears in the final game. We were given an incomplete, early version of Tony Hawk 3 *with a very different Thin Man; for some reason, the game's developer Neversoft changed his looks before the game was released. However, since you're a* Phantasm *fan, the fact that there's an ice cream truck driving around the Suburbia stage should prove to you that somebody at Neversoft is a fan, too.*

TOKEN OF THE MONTH

Front

Back

This month's token was sent in by Caleb Aligood from Mableton, Georgia. He forgot to tell us where he got it, but we're assuming it's from Six Flags Over Georgia in Atlanta.

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

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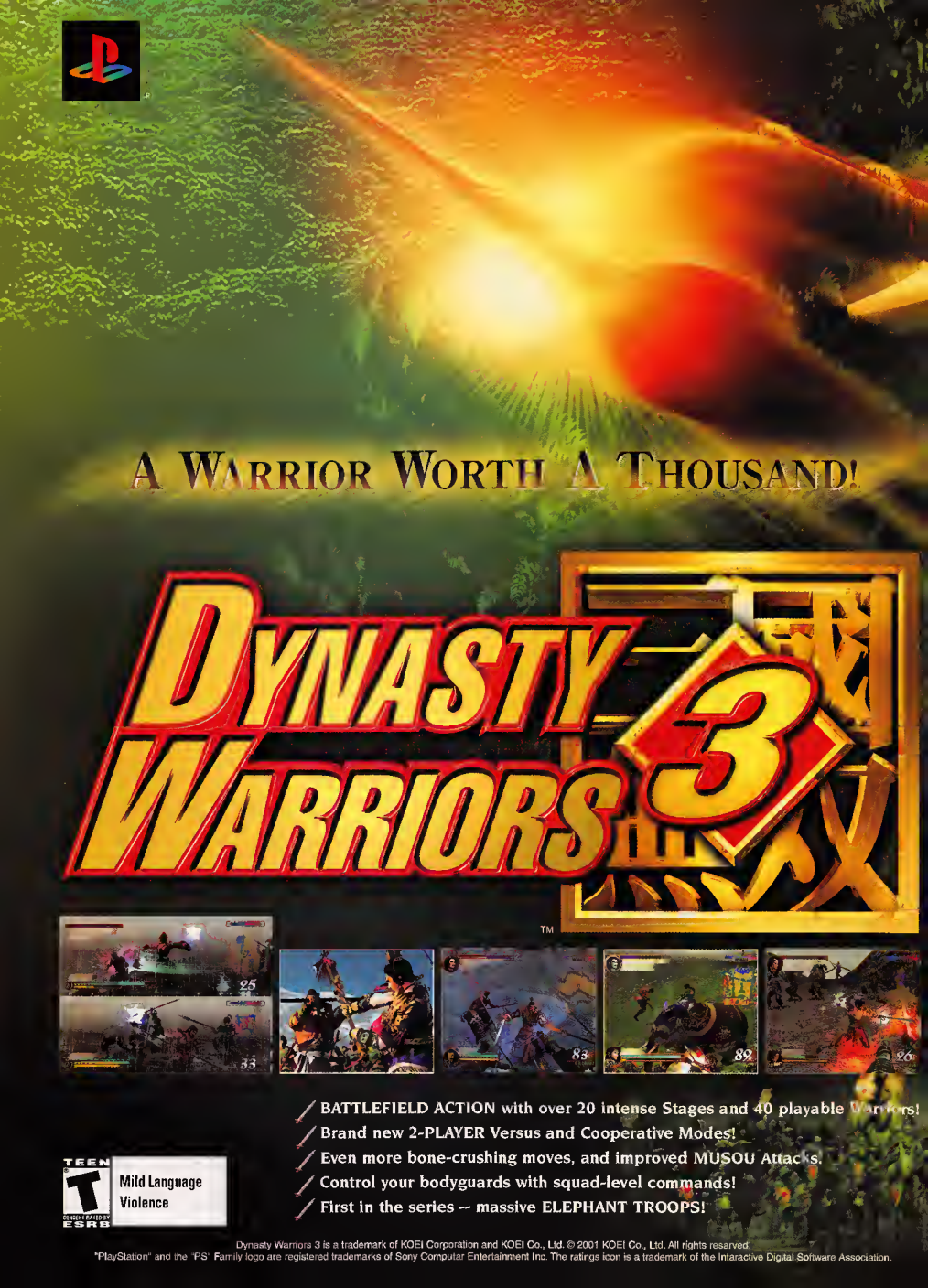
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By Pat Reynolds

WWF SmackDown! Just Bring It

Professional wrestling has never been hotter, and video games based on the sport are a big business. THQ's new *Smackdown!* game for the PlayStation 2 combines the familiar play mechanics of the previous *Smackdown!* PlayStation games with the visual polish and flair of the PS2's more powerful processor. All of your favorite WWF superstars are present, and you'll find your favorite events here as well—Ladder matches, Hell in a Cell, Royal Rumble and many more. The easy-to-learn arcade controls and dynamic camera angles bring you right into the ring, or out of it. *Smackdown! Just Bring It* adds backstage and crowd fighting to the mix, as well as an enhanced Story Mode that lets you choose your own path and compete for any of the big belts while unlocking the dozens of hidden extras in the game. This guide gives you all of the information you'll need to unlock all 52 secrets and improve your performance with some gameplay tips.

COMPETING FOR THE BELT

Smackdown! has seven different belts to win in Story Mode. Here are the methods for earning a shot at each belt:

WWF Title

Turn down the tag team title shot at the start of Story Mode, then run down to the ring and attack. Win the next two matches, then choose to appear on stage when the opponent in the ring calls you out. Choose a match type and then win the match. The next match will be against the current champion. Win the match to claim the belt.

Women's WWF Title

Choose any female wrestler and then make the same decisions as above to win this belt.

Tag Team Title

Take the offer to form a tag team at the beginning of Story Mode, then choose your partner in the lobby. Win the tag team matches and the current champions will challenge you to a 6-Man match. Let your partner choose the third man for your team and then win the matches that follow to earn the belt.

European Title

Turn down the tag team title shot, then talk trash to the wrestler in the ring. Backstage, go downstairs and talk to Michael Cole. Tell him you were just messing with the wrestler. Head to the commissioner's office and he'll offer you a shot at the European Title.

Hardcore Title

Turn down the tag team title shot, talk trash on the microphone, then head backstage and find Michael Cole. Tell him that you wanted to "kick his ass all over the arena." Head outside to the parking lot to find Vince McMahon. Accept the match, then lose it on purpose. Backstage, find Earl Hebner in the lobby and get him to accompany you to the Hardcore match.

SECRET CARDS

Here's a handy list of what each of the 50+ secret cards does, and how to unlock it. See the detailed descriptions below for more information about unlocking the hidden superstars and game modes. Note that the majority of the secret cards—including the new move sets and parts for your create-a-wrestler characters—are unlocked randomly after playing through the Story Mode. You can even go through with the same wrestler and still unlock new secret cards. The path you take and the superstar you choose determine how many random secret cards you'll win after making it through Story Mode. For example, winning the WWF Belt generally earns three secret cards, while choosing the current WWF champ and defending the title for one match gets you one secret card. Here's an easy way to unlock a lot of secret cards: Choose a wrestler you're good with and win the WWF belt. Now keep playing Story Mode as that character and defending the belt. You'll only have to fight one match and it's usually pretty easy. Generally, one special move and a pin will end it. You'll get one of the random secret cards after each win; keep repeating until you've got them all!

Intercontinental Title

Turn down the tag team shot and talk trash on the mic. Tell Michael Cole backstage that you "wanted to kick his ass all over the arena," then find Vince McMahon in the parking lot. Win the next match. When the next opponent calls you out, remain backstage. Go to the commissioner's office and he'll offer you a title shot against the current champion.

Light Heavyweight Title

Play as one of the lightweight wrestlers and follow the same path as the European title shot. Regal will offer you a shot at the Lightweight title instead.

Card #	Unlocks	How to get it
1	Fred Durst	Beat 15 opponents in a Slobberknocker exhibition match as Undertaker
2	Mick Foley	Defeat Mick Foley in the Hell in a Cell match in Story Mode
3	Tajiri	Find and defeat Tajiri in Story Mode
4	Rhyno	Defeat Rhyno in a Hardcore match in Story Mode
5	Jerry Lynn	Win the 4-Man Royal Rumble in Story Mode
6	Spike Dudley	Befriend Spike and Molly in Story Mode, then win the Tag Team Title
7	Last Man Standing Match	Choose Last Man Standing as the match type for the third Story Mode Singles match
8	Street Fight Match	Choose Street Fight as the match type for the third Story Mode Singles match
9	Submission Match	Choose Ultimate Submission as the match type for the third Story Mode Singles match
10	Wrestlemania Arena	Win the WWF Belt in Story Mode
11	Insurrextion Arena	Win the Tag Team Title
12	55 Extra Ability Points	Unlocks randomly after beating Story Mode
13	Moves Set 1	Unlocks randomly after beating Story Mode
14	Moves Set 2	Unlocks randomly after beating Story Mode
15	Moves Set 3	Unlocks randomly after beating Story Mode
16	Moves Set 4	Unlocks randomly after beating Story Mode
17	Moves Set 5	Unlocks randomly after beating Story Mode
18	Moves Set 6	Unlocks randomly after beating Story Mode
19	Moves Set 7	Unlocks randomly after beating Story Mode
20	Moves Set 8	Unlocks randomly after beating Story Mode
21	Moves Set 9	Unlocks randomly after beating Story Mode
22	Moves Set 10	Unlocks randomly after beating Story Mode
23	Moves Set 11	Unlocks randomly after beating Story Mode
24	Moves Set 12	Unlocks randomly after beating Story Mode
25	Moves Set 13	Unlocks randomly after beating Story Mode
26	Moves Set 14	Unlocks randomly after beating Story Mode
27	Moves Set 15	Unlocks randomly after beating Story Mode
28	Moves Set 16	Unlocks randomly after beating Story Mode
29	Moves Set 17	Unlocks randomly after beating Story Mode
30	Moves Set 18	Unlocks randomly after beating Story Mode
31	Moves Set 19	Unlocks randomly after beating Story Mode
32	Moves Set 20	Unlocks randomly after beating Story Mode
33	Movie Theater	Win the WWF Belt in Story Mode
34	BGM 1 (Original Entrance Music)	Unlocks randomly after beating Story Mode
35	BGM 2 (Original Entrance Music)	Unlocks randomly after beating Story Mode
36	New Smackdown! Arena	Defeat 17 opponents in a Slobberknocker exhibition match as The Rock
37	Create Parts 1 (Paint)	Unlocks randomly after beating Story Mode
38	Create Parts 2 (Masks)	Unlocks randomly after beating Story Mode
39	Create Parts 3 (Items)	Unlocks randomly after beating Story Mode
40	Create Parts 4 (Sleeves)	Unlocks randomly after beating Story Mode
41	Create Parts 5 (T-Shirts)	Unlocks randomly after beating Story Mode
42	Create Parts 6 (Wrist Bands)	Unlocks randomly after beating Story Mode
43	Create Parts 7 (Elbow Pads)	Unlocks randomly after beating Story Mode
44	Create Parts 8 (Gloves)	Unlocks randomly after beating Story Mode
45	Create Parts 9 (Patterns)	Unlocks randomly after beating Story Mode
46	Create Parts 10 (Shoes)	Unlocks randomly after beating Story Mode
47	Create Parts 11 (Tights)	Unlocks randomly after beating Story Mode
48	Create Parts 12 (Belts)	Unlocks randomly after beating Story Mode
49	Create Parts 13 (Mini Skirts)	Unlocks randomly after beating Story Mode
50	Create Parts 14 (Long Skirts)	Unlocks randomly after beating Story Mode
51	Shane McMahon	Unlocks after secret cards 1-50 are earned
52	Stephanie McMahon	Unlocks after secret cards 1-50 are earned

HIDDEN CHARACTERS

Fred Durst

The lead singer of Limp Bizkit is a hidden wrestler? You bet! Unlock Fred by defeating at least 15 opponents in a Slobberknocker match as the Undertaker. It's possible; in fact it's easy if you know the trick. Use the running clothesline move (Run + X) a couple of times on each opponent, then immediately go for the pin. You'll get a 3-count after just one or two clotheslines!

Mick Foley

The man who was Mankind, Mick Foley can be unlocked by following this path in Story Mode (note that you must play as a character who does not hold a belt): Turn down the tag team title shot, then run down to the ring and attack the wrestler in the ring and win the match. Accept the next match, choose the match type (it doesn't matter which of the three types you choose) and win the match. The next bout is the title shot. Lose this match on purpose. The game will ask if you want a rematch; say "no." Mick Foley will come out and a Cage Match will begin. Win this match and you'll unlock Mick Foley.

Tajiri

Choose a superstar for Story Mode, anybody who doesn't hold a belt. Turn down the tag team title offer, then talk trash to the opponent in the ring. Head down the stairs and talk to Michael Cole. Tell him that you "were just messing with him." Next, go to the commissioner's office (it's down the stairs, through the door on the left, then through the red door on the left). Turn down the title shot. He'll match you up against Tajiri. Win the match to unlock Tajiri.

Rhyno

Choose any non-belt-holding superstar and enter Story Mode. Turn down the tag team title opportunity, run down to the ring and attack the opponent, then win the match. When the next opponent calls you out, choose to stay backstage. Talk to Michael Cole, then head over to the vending machines and talk to Earl Hebner. Ask for a Hardcore match and defeat Rhyno to unlock him as a playable character.

HIDDEN CHARACTERS CONTINUED

Jerry Lynn

Turn down the tag team title shot, but take the first match by running down to the ring and attacking (you can choose not to and still unlock Lynn, but it's harder). After the match, when another superstar calls you out, choose to remain backstage. Michael Cole says that William Regal is waiting for you in his office. Instead, visit referee Earl Hebner near the vending machines in the lobby. Choose "Hi! Hebner. How are you?" You'll automatically go to Regal's office. He'll offer you the Intercontinental title shot, but choose "I'm not really interested" instead. Regal will put you in a 4-Man Battle Royal match. Win the match to unlock Jerry Lynn. The easiest way to survive the brutal 4-Man Battle Royal is to let the other three guys fight it out and stay away from them. Stick to the corners and taunt like crazy to build your special meter. When only one tired opponent is left, move in, execute your special a couple of times and go for the pin.

Spike Dudley

To unlock Spike, you'll need to follow the tag team path in Story Mode, so choose "yes" at the start for the title shot. Choose your tag team partner from the four superstars hanging out in the lobby. (The first one you approach will automatically become your partner, so be careful not to get too close until you've decided. Also, be sure not to choose a current belt holder, or you'll get stuck in a non-tag match and then have to start the tag team path again afterward). Win your first tag team bout, then ask your partner to find a third man for the upcoming 6-Man Tag Team match. You'll find yourself outside the arena. Go inside through the main doors, then take the door on the left; you'll encounter Spike Dudley and Molly Holly. When prompted, choose to help Spike and Molly. (What is this, a Vectrex game?) This puts you into a tag team Table Match against the Dudley Boyz. For an easy win, hit **R1** to pick up and set up a table, then irish whip an opponent into the table and follow with any slam grab. Finally, defeat the current tag team champs to beat Story Mode and you'll have unlocked little Spike.

Shane McMahon/Stephanie McMahon

Unlock all of the other secret cards and these two will automatically unlock!

HIDDEN MATCH TYPES

To unlock Street Fight, Last Man Standing and Ultimate Submission matches, play story mode as any non belt-holding character and turn down the tag team belt shot, then choose one of the three match types when the time comes. Win the match, then beat Story Mode and you'll have unlocked that match type. You'll need to go through Story Mode three times to unlock them all.

SUPERSTAR SPECIAL MOVE LIST

Special moves are at the heart of *Smackdown! Just Bring It*. Matches are hard to win without busting out at least one of these flashy, devastating and effective super-moves. Every wrestler has two special moves, but you must have your opponent in a certain situation before you'll be able to activate them and fay the smack down. Executing these finishing moves is as easy as pressing **L1** (for special move 1) or any direction on the D-pad + **L1** (for special move 2). Knowing the position you must be in to perform these moves is one of the keys to dominating all opposition. Use this handy list as a reference while you play.

ALBERT

	Name	Situation
Special Move 1	Baldo Bomb	Facing a groggy opponent
Special Move 2	Spinning Rack Pancake	Facing a groggy opponent

BIG SHOW

	Name	Situation
Special Move 1	Final Cut	Facing a groggy opponent
Special Move 2	The Alleyoop	Facing a groggy opponent

BILLY GUNN

	Name	Situation
Special Move 1	One and Only	Behind a groggy opponent
Special Move 2	Fame Asser	Facing a groggy opponent

BRADSHAW

	Name	Situation
Special Move 1	Clothesline from Hell	Facing a groggy opponent
Special Move 2	Spinning Rack Pancake	Facing a groggy opponent

BUBBA RAY DUDLEY

	Name	Situation
Special Move 1	Bubba Cutter	Facing a groggy opponent
Special Move 2	Super Powerbomb	Facing a groggy opponent

CHRIS BENOIT

	Name	Situation
Special Move 1	Crossface	Facing a groggy opponent
Special Move 2	Diving Headbutt	From the top rope, opponent on ground

CHRIS JERICHO

	Name	Situation
Special Move 1	Linosault	Opponent face up on ground, stand near upper body
Special Move 2	The Walls of Jericho	Facing a groggy opponent

CHRISTIAN

	Name	Situation
Special Move 1	Unprettier	Behind a groggy opponent
Special Move 2	Reverse Tornado DDT	Facing a groggy opponent at the turnbuckle

CRASH

	Name	Situation
Special Move 1	Crash Bulldog	Opponent groggy and backward at the turnbuckle
Special Move 2	DDT	Facing a groggy opponent

DEAN MALENKO

	Name	Situation
Special Move 1	Flip & Texas Cloverleaf	Facing a groggy opponent
Special Move 2	Texas Cloverleaf	Opponent on the ground stand near lower body

D-VON DUDLEY

	Name	Situation
Special Move 1	Strong Reverse DDT	Behind a groggy opponent
Special Move 2	Piledriver	Facing a groggy opponent

EDDIE GUERRERO

	Name	Situation
Special Move 1	Frog Slash	From the top rope opponent on the ground
Special Move 2	El Paso	Facing a groggy opponent

EDGE

	Name	Situation
Special Move 1	Buzz Killer	Facing a groggy opponent
Special Move 2	Downward Spiral	Facing a groggy opponent

FAAROOQ

	Name	Situation
Special Move 1	Dominator	Facing a groggy opponent
Special Move 2	Super Spinebuster	Facing a groggy opponent

FRED DURST

	Name	Situation
Special Move 1	Swanton Bomb	From the top rope, opponent on the ground
Special Move 2	Cross Backbreaker	Facing a groggy opponent

HARDCORE HOLLY

	Name	Situation
Special Move 1	The Alabamaslam	Facing a groggy opponent
Special Move 2	Falcon Arrow	Facing a groggy opponent

IVORY

	Name	Situation
Special Move 1	Samoan Driver	Facing a groggy opponent
Special Move 2	Women's Special Slap	Facing a groggy opponent

JEFF HARDY

	Name	Situation
Special Move 1	Swanton Bomb	Facing a groggy opponent
Special Move 2	Jeff Twist Of Fate	From the top rope opponent on the ground

JERRY LYNN

	Name	Situation
Special Move 1	Tornado DDT	Facing a groggy opponent at the turnbuckle
Special Move 2	Jumping Tornado DDT	Facing a groggy opponent

KANE

	Name	Situation
Special Move 1	Kane Chokeslam	Facing a groggy opponent
Special Move 2	Kane Powerbomb Pin	Facing a groggy opponent

KURT ANGLE

	Name	Situation
Special Move 1	Angle Slam	Facing a groggy opponent
Special Move 2	Angle Lock	Opponent on the ground, stand near lower body

LITA

	Name	Situation
Special Move 1	Lita Diving Moonsault	From the top rope, opponent on the ground
Special Move 2	Matt Twist of Fate	Facing a groggy opponent

MATT HARDY

	Name	Situation
Special Move 1	Matt Twist of Fate	Facing a groggy opponent
Special Move 2	Hardy Boyz Leg Drop	From the top rope, opponent on the ground

MICK FOLEY

	Name	Situation
Special Move 1	Double Arm DDT	Facing a groggy opponent
Special Move 2	Pulling Piledriver	Facing a groggy opponent

MOLLY HOLLY

	Name	Situation
Special Move 1	Molly Go Round	From the top rope, opponent groggy
Special Move 2	Double Wrist Suplex	Facing a groggy opponent

PERRY SATURN

	Name	Situation
Special Move 1	3Handled Credenza	Facing a groggy opponent
Special Move 2	Death Valley Driver	Facing a groggy opponent

RAVEN

	Name	Situation
Special Move 1	Raven Effect	Facing a groggy opponent
Special Move 2	Complete Shot	Facing a groggy opponent

RHYNO

	Name	Situation
Special Move 1	Gore	Facing a groggy opponent
Special Move 2	Jacknife Powerbomb	Facing a groggy opponent

RIKISHI

	Name	Situation
Special Move 1	BANZAI Drop	Opponent backward at the turnbuckle
Special Move 2	Rikishi Driver	Facing a groggy opponent

THE ROCK

	Name	Situation
Special Move 1	The People's Elbow	Opponent face up on ground, stand near upper body
Special Move 2	The Rock Bottom	Facing a groggy opponent

SHANE MCMAHON

	Name	Situation
Special Move 1	Shane Combination	Facing a groggy opponent
Special Move 2	Diving Elbow Drop Pin	From the top rope, opponent on the ground

SPIKE DUDLEY

	Name	Situation
Special Move 1	Dudley Dog	Opponent backward at the turnbuckle
Special Move 2	Jumping Tornado DDT	Facing a groggy opponent

STEPHANIE MCMAHON

	Name	Situation
Special Move 1	Women's Special Slap	Facing a groggy opponent
Special Move 2	Low Blow	Behind a groggy opponent

STEVE AUSTIN

	Name	Situation
Special Move 1	Stone Cold Stunner	Facing a groggy opponent
Special Move 2	Stone Cold Stunner (2)	Facing a groggy opponent

STEVE BLACKMAN

	Name	Situation
Special Move 1	Guillotine Choke	Facing a groggy opponent
Special Move 2	Martial Arts Kick	Facing a groggy opponent

STEVEN RICHARDS

	Name	Situation
Special Move 1	Steven Kick	Facing a groggy opponent
Special Move 2	Falling Powerbomb Pin	Facing a groggy opponent

TAJIRI

	Name	Situation
Special Move 1	Karate Kick	Opponent on the ground, stand near upper body
Special Move 2	Octopus Stretch	Facing a groggy opponent

TAZZ

	Name	Situation
Special Move 1	Ground Tazzmission	Opponent on the ground, stand near upper body
Special Move 2	Back Tazzmission	Facing a groggy opponent

TEST

	Name	Situation
Special Move 1	Big Boot	Opponent groggy on the ropes
Special Move 2	Diving Powerbomb	Facing a groggy opponent

TRIPLE H

	Name	Situation
Special Move 1	Pedigree	Facing a groggy opponent
Special Move 2	Pedigree (2)	Facing a groggy opponent

TRISH STRATUS

	Name	Situation
Special Move 1	Low Blow	Behind a groggy opponent
Special Move 2	Kick to Groin	Opponent groggy at the turnbuckle

UNDERTAKER

	Name	Situation
Special Move 1	The Last Ride	Facing a groggy opponent
Special Move 2	Undertaker Chokeslam	Facing a groggy opponent

VINCE MCMAHON

	Name	Situation
Special Move 1	Finishing Punch	Facing a groggy opponent
Special Move 2	Stunner	Facing a groggy opponent

WILLIAM REGAL

	Name	Situation
Special Move 1	Regal Cutter	Facing a groggy opponent
Special Move 2	The Regal Stretch	Opponent on the ground stand near lower body

SETTING UP FOR A SPECIAL ATTACK

Groggy opponent: Use a light attack like your basic punch or kick to stagger the opponent, then quickly go for the special. The window of opportunity is usually very small unless your opponent is really hurting, so you'll need to be fast. If the special move calls for you to be behind the groggy opponent, use a counter when he goes for a grab; you'll move behind him and he'll be groggy for a second.

Opponent on ground, face up: This is an easy one. Many of the slams will leave your opponent in this position, but the best way to guarantee it is to do a running clothesline or lariat move.

Opponent groggy, facing turnbuckle: Use an Irish whip to send your opponent into the turnbuckle.

Opponent groggy at the turnbuckle: Back the opponent into the turnbuckle and use a couple of punches to knock him backwards into it.

Opponent groggy on the ropes: Use punches to knock the opponent onto the ropes.

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by Jason Wilson

Super Smash Bros.™ Melee

The sequel to Nintendo's 1999 mega-hit *Super Smash Bros.* is finally here for everyone to enjoy on GameCube! If there is any reason to go out and trade in your old systems for a GameCube, this is it. 25 playable characters are available to work your way through a dizzying array of game modes and mini-games. It will take you many hours to unlock each hidden character and stage...not to mention locating the 300+ trophies that can be earned throughout the game. Note that some trophies can only be earned by completing certain stages or performing specific tasks; they can't be located during normal gameplay or through the coin lottery. This guide will tell you the best way to unlock everything that we know about at press time—including tips on how to beat the dreaded 100-man melee!

How to Win!

There are certain techniques that work better with various characters in the game than others. All of the characters in *Super Smash Bros. Melee* have Standard Moves that are performed by pressing any direction on the analog stick and the **B** button. Each character has four Standard Moves, a ground attack, high/low attack and high attack. The key to the game is effectively abusing the high Standard Move attack, especially against computer-controlled opponents. I have ranked the characters' abilities based on speed, agility and power, as well as an overall rating. Note that the ratings are not "averaged" out—some characters may be better in certain aspects, but are still horrible to use! Rating are on a 1 to 5 scale, with 5 being best!

	Speed	Agility	Power	Overall
Mario	4	4	3	4
Luigi	3	3	2.5	3
Bowser	2	3	4	3.5
Dr. Mario	4	4	3	4
Peach	2.5	4.5	3	4
Yoshi	4.5	4.5	4	5
Donkey Kong	2	3.5	5	4
Captain Falcon	4.5	3	4	3.5
Ganondorf	1.5	3	5	3.5
Falco	4	3	3	3
Fox	4	3	3	3
Ness	5	5	2	4.5
Ice Climbers	4.5	5	4.5	4.5
Kirby	3.5	4.5	3	4
Samus	3	4	3.5	3
Zelda	3.5	4	3.5	3.5
Sheik (Zelda)	4	4	4.5	4
Link	3.5	4	4.5	4
Young Link	4	4.5	4	4.5
Pichu	5	3.5	3	3
Pikachu	4.5	4	3.5	3.5
Jigglypuff	3.5	3	3	3
Mewtwo	2	4	3	3
Mr. Game & Watch	3	5	4	4
Marth	3.5	5	4	5
Roy	3.5	4.5	4	4.5

Overall, if you are trying to finish the game quickly, Mario, Marth, Roy, Link and Young Link take precedence over everyone else in the game. If Ganondorf did not have that startup delay with his Standard Move Heel Kick (**Up + A**), he would also be a force to be reckoned with!

The Path to Success

Since there are a number of events that must occur and a number of objectives to be completed before unlocking certain characters, the following is a recommended "path" to follow if you want to unlock everything as quickly as possible. In the "Secret Characters and Stages" section of this guide, I'll list the actual objectives that you need to complete in order to unlock each and every item. Once you've earned all of the secret characters and stages, go back and find all the trophies in the game! Regardless of what path you take, *Super Smash Bros. Melee* has practically unlimited replay value; the trophy-hunting alone will keep you busy for weeks!

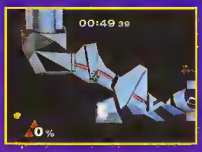
Classic Mode

Start by going into Classic mode and choosing any fighter. Mario and Link are good characters for beginners... but if you choose them now, you'll end up having to clear Classic mode with them again later in order to unlock secret characters. Try Yoshi or Kirby instead.

Regardless of what you may think, finishing the game on a more difficult setting has little to do with earning secret characters and stages; in the long run, it just gives you more coins to spend for the trophy lottery...but it costs more coins to continue if your lives run out. I recommend that you start off at the Very Easy-Normal setting; you will earn more coins than you would at the Very Easy level, yet it's not much more difficult. An average player can finish the game on Very Easy without continuing on the first or second try.

There's no trick to the Classic mode, but you will encounter various roadblocks in your path to earn every character and stage. Each time you play in Classic mode, the enemies you fight against will be switched around, but three things remain constant: Break the Targets, Snag Trophies and Race to the Finish! You will receive a bonus score at the end of the Target Test if you break them all. If you need practice, head over to Training mode and take on the Target Test. Each Target Test will be different for each character, so try to pick a character that has a Target Test stage that is easy for you to clear.

Snagging Trophies is pretty self explanatory; three trophies fall from the sky, and your objective is to knock them into the platform in the middle of the screen. When a trophy is falling, go to the other side of it and smack it by pressing the A button and pointing the analog stick toward the platform. If your aim is off, try hitting it again; you can hit the trophies more than once! In order to keep these trophies and view them in the Gallery, you will need to continue on and finish the Classic mode.

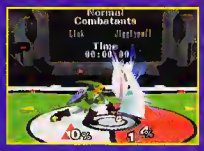


Race to the Finish can be simple or difficult, depending on how many coins you want to earn after you complete the game in Classic mode. You can exit any door you choose, but the ones furthest away from the start of the level will earn you the most coins.

You will have to fight a "metal" character next. Metal characters are harder to knock off the platform than regular characters, so you will need to use each character's Standard Move by pressing a direction on the analog stick along with the A button. Just stay away from the edges and keep performing that same attack over and over again from the middle of the platform.

Next you will fight the Giant Hand in the last stage. Try to get as close to it as possible at the far right of the screen; it will try to knock you off the platform almost immediately, but you will be always be able to see when an attack coming your way. The Giant Hand is very predictable and always telegraphs its attacks. Always try to hit the Hand when it's in the air; you should be able to get in two hits and take off a good 20-30% damage in the first 10 seconds of the match. Always wait for it to retract an attack, then nail it in the air! If the Hand starts a laser attack, always stay on the left edge of the stage and double-jump your way out of trouble. If it comes at you off the screen, double-jump away again, then smack it when it is grounded, or when it is retracting back to its familiar spot on the right side of the platform. When you begin to recognize the attack patterns of the Giant Hand, you can increase the difficulty level; the only difference you will notice is that it will have increased hit points and take longer to defeat. The attack patterns will remain the same.

After finishing off the Giant Hand, you will go through a *Star Fox*-style credits sequence; see how many of the creators' names you can shoot with the A button! You can also shoot some of the signs that appear.



If this is your first time through Classic mode, a new screen will appear with a new foe to challenge you: It's the Pokémon, Jigglypuff! Don't take any of these new foes lightly; your lives will be reset to zero, so you only have one chance to knock Jigglypuff into the stratosphere! Try to lead Jigglypuff into the air, then press Up + A to keep juggling her. Eventually, this cheap combo will lead you to victory and Jigglypuff will be unlocked as a playable character!

Adventure Mode

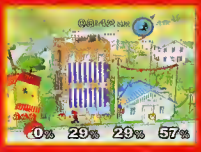
Next, choose any character in Adventure mode and make your way to the end of Stage 1, keeping an eye on the timer at the top of the screen. You must finish the stage with a number 2 in the "seconds" digit of the timer (the third digit from the left); for example, 1:02:99. If your timing is right, your next opponent will be Luigi instead of Mario! You must defeat Luigi in less than 1:00:00; this is your first step to unlocking him as a playable character.

Next, proceed to Stage 2 and fight in Kongo Jungle, where you will battle two miniature Donkey Kongs, then a Giant Donkey Kong. Stage 3 is the Underground Maze; you will need to go to the bottom left upon the start of the level so you don't end up wandering all around the maze looking for the Triforce! You will need to defeat a series of Links to locate the Triforce and end the level. Each time you play, the Triforce will be in a new location, so never assume that it will be in the same place where it was before. Afterwards, fend off Zelda to head to Brinstar!

Adventure Mode continued on next page

After defeating Samus in Brinstar, you will have 40 seconds to exit the stage and earn the Samus Starship Trophy. (You can still complete Adventure mode without performing this task, though.) Then it's off to Stage 5: Green Greens, one of Kirby's old haunts! (But wasn't it called "Greeny Greens" in the Kirby games?) You will fight a series of Kirbys, then advance to the Corneria Stage, Star Fox's ship! Defeat both Star Foxes and move on to Pokémon Stadium where you will have to fend off 15 different Pikachus! Smack them with Pokéballs in the middle of the screen and you will have no problem passing this stage.

The next stage, F-Zero Grand Prix, will be tough. You will need to stop in certain spots of the track while all of the vehicles pass by at ridiculous speeds! Run to the third platform and jump on it; it will appear at around the 3:44 mark if you are moving as fast as possible. Stay there until the cars leave, then move forward again until you see a pink platform that you need to double-jump to reach. Stand there and you'll watch the cars go upward instead of straight at you. Move forward again, jumping on the last miniscule platform if necessary to avoid the remaining stream of cars.



Finish off Captain Falcon, then you're off to Onett from the Super NES game *EarthBound*! Avoid the little cars when they speed across the the bottom of the screen; you will know one is coming when an exclamation mark appears. Double-jump to get out of the way! Icicle Mountain, the next stage, will be kind of tricky; you must make your way up to the top of the mountain, then fight the Ice Climbers as the mountain pushes you ever upward. Never stop jumping!

Next up is the Battlefield. Stay at the top platform and press **Up + A** to destroy the Wire Frame enemies. You're almost done with Adventure mode! After fighting some metal enemies, you'll reach your final destination: a battle with Giga Bowser! Stay near the middle of the screen and avoid the bombs, concentrating on power hits that will knock him off the platform.

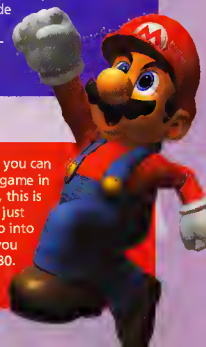
If you defeated Luigi in less than 1:00:00 after Stage 1, he will now appear to challenge you again. Don't let him get to close or he will wallop you! Your lives will be reset to zero once again, so you only have one chance! Run away from Luigi if your damage gets too high and try to set up a power hit to knock him off the platform; don't try to fight him head-to-head!

Back to Classic Mode

Next, go back to Classic mode and choose Mario. You must try to fight through without using any continues. If you make it, Dr. Mario will challenge you after you defeat the Giant hand. Mario M.D. is the hardest foe yet! Stay far away from him, using hit-and-run tactics to chip away his health. If you get too close, he will grab you and cause you to go crazy! Get his energy to about 95%, then unleash a power hit to beat him.

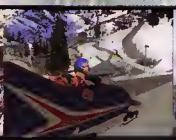
You should now finish the game in Classic mode with eight more characters—but try not to use Link yet. After you have finished the game with 10 characters, choose Link and clear Classic mode again to face Young Link! Young Link will try to jump over you and stab downward with his sword. Fortunately, you are much stronger than your young, inexperienced alter ego. Jump in the air and use your own down attack, leading him away from the water area and knocking him off the platform.

After unlocking Young Link, you will need to finish the game in Classic mode with three more characters. If you do so, you will face Marth, a character from the Japanese role-playing game *Fire Emblem*. Marth's broadsword will make it difficult to get close to him. Sneak up, then run away quickly while Marth tries to slash at you; you can then hit him after the last slash misses. Repeat this technique until you have an opening for a power hit! After unlocking Marth, finish Classic mode with Marth to unlock Roy, another character from *Fire Emblem*. Roy's attack patterns are similar to Marth's, so there should be little difficulty defeating him.



Event Mode

After unlocking Roy, you might think that you can unlock hidden characters by finishing the game in Adventure mode with everyone. However, this is definitely not the way to go unless you're just trying to earn a lot of trophies. Instead, go into Event mode and finish as many stages as you can in order to unlock Stages 11 through 30. Complete Stage 29 and defeat Ganondorf to unlock him as a playable character.



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Versus Mode

The next character to unlock is Mewtwo. Unless you have a bunch of friends or siblings who are really into Versus mode, the fastest way to get him is to go into the Versus mode Options menu and enable Sudden Death mode. Play against the computer opponent and end each match quickly by falling off a platform, repeating the process until you've lost 701 times. (If you lose to Mewtwo, you don't have to go through another 701 matches to get him back; he will reappear after every subsequent Versus match until you defeat him.) By doing this, you will also unlock the Brinstar Depths, Fourside City, Big Blue and Pokémon Floats secret stages!

Stadium Mode

Your next quest is to finish the 100-Man Melee in Stadium mode. Unless you are inhuman, you will not be able to complete this the first time. Wire Frame opponents will appear in "waves" of 25. When the number of remaining opponents reaches 75, 50 and 25 respectively, the level of difficulty resets, making it more and more difficult near the end to complete this task. Use a character with a very strong and wide attack range; I recommend the characters with swords (Link, Young Link, Roy and Marth). Stay on the top platform, holding **Up** on the analog stick the entire time. Holding **Up** will allow you to perform the power attack repeatedly without having to jump each time. Wait for each one to come to you; you will need to save energy for when you have less than 50 Wire Frames left. If you are hit for more than 10% damage during the first wave of 25 enemies, you may want to consider restarting!

In the top right corner of the screen, you will see the amount of Wire Frames left. At around 76 or 77, no more Wire Frames will appear until that number has diminished to 75. At this point, stay at the far right corner of the platform on the left side and use the same tactic as you used for the top platform until that number reaches 50. This is where you will need to be on your toes. Watch where each Wire Frame appears then hold **Up** and press **A** when the body morphs into place. Follow this pattern and try to limit the number of Wire Frames that are loose on the platforms.

At around 15 enemies remaining, you can actually fool the computer by staying near the top of the screen, allowing two of the Wire Frames to follow a horizontal walking pattern back and forth while you concentrate on defeating the last few enemies. Any time you are hit, you will be bounced around and suffer huge damage. Once your damage gets over 100%, any attack can knock you off the platform and you'll have to start all over again, so stay alert!

The last remaining Wire Frame will take over 150% damage before you can knock him off the platform. Try to hit him from below...and be patient, you have plenty of time! It has already taken close to five minutes for you to get to this point, so don't let one rogue Wire Frame ruin your fun. After defeating him, you will have to face Falco from *Star Fox*, a high-speed foe who mimics the abilities of Fox. If you're totally hyperventilating by this time, you may want to pause and take a break before fighting Falco...because if you lose to Falco, you have to start the 100-Man Melee all over again, and that hurts!

Falco is aggressive; he will dash at you and try and knock you off the platform, since it is very small and there is not much room to roam. Knock Falco up into the air once, then be aggressive. Jump toward him and keep juggling him in the air; if you let him hit the ground, it will be very difficult to stop him. He is very dangerous in face-to-face encounters, so keep him juggled and you will be victorious.

Back to Event Mode

Beating Falco makes him available as a playable character and unlocks the next set of Stages in Event mode! Head over to Event mode, make your way to Stage 37 and defeat Pichu. Pichu has minimal attack methods; once you learn to avoid the electricity, you will unlock him and be on your way! After unlocking both Falco and Pichu, finish the game in Classic mode with both of them and you will fight Mr. Game & Watch, the last hidden character!

Don't take this battle lightly. As formidable as Mr. Game & Watch is, your real opponent is the stage, which is filled with obstacles from old-school Nintendo Game & Watch games that will knock you off the platform for sure. Get Mr. Game & Watch airborne and do the same thing you did to Falco earlier—don't hold back! With Mr. Game & Watch in the line-up, you have now earned all of the secret characters! Take a breather, but not for long; it's time to unlock the rest of the secret stages!

All-Star Mode

After you've unlocked all of the secret characters, finish the game in Classic mode with Mr. Game & Watch to unlock his stage, the Flat Zone. This will also unlock a new option called All-Star mode. Finish All-Star mode with any character (at any difficulty setting) to unlock the Battlefield Stage. This mode is dangerous; you have just one life and three extra heart containers that you can access between battles. You will need every ounce of energy, so try not to use up a Heart Container unless your damage is at 80% or higher.

Back to Stadium Mode

After unlocking the Battlefield Stage, head over to the 15-Minute Melee in Stadium mode and finish it with any character to unlock the Kongo Jungle stage. You should have no problems here; pick a sword-wielding character and stay on the far right of the left platform, swipping away! Next, finish the Target Test with all 25 characters to unlock the Dreamland Stage. Finally, proceed to the Home-Run Contest and try and hit the sandbag over 1,323 feet to unlock Yoshi's Island! Not surprisingly, the best character to use here is Yoshi. Immediately grab the bat behind you, then jump on top of the sandbag with Yoshi's **Down + A** multi-kick maneuver. You must inflict at least 25% damage with each attack, since you'll only have time to do four of them—if the damage is not well over 100% when you hit it with the bat, it won't go far enough. Finish with a power hit (**Right + A**) and you will unlock Yoshi's Island!

Unlock Everything

For those of you who want to take your own path in the game to unlock the characters and stages, here are the correct ways to unlock everything. Many of the following requirements are things that you would do during normal gameplay; you may have unlocked secret characters, stages or trophies without even knowing how you did it! Remember that you can use the Data menus to keep track of many different statistical categories.

And the Rest

If you don't have it already, you will need to find the Birdo or Pidgit trophy in One-Player mode (Adventure or Classic) to unlock the Mushroom Kingdom II stage. Don't fret; this trophy appears randomly, but it comes up pretty often. You probably already have this stage unlocked by now! Last, but certainly not least, finish the remaining stages in Event mode (there are 51 total) to unlock the Final Destination stage!

Secret Characters

Jigglypuff	Finish Classic mode or Adventure mode with any character and defeat Jigglypuff to unlock him.
Dr. Mario	Finish Classic or Adventure mode as Mario without continuing, then defeat Dr. Mario to unlock him.
Luigi	Play in Adventure mode as any character and finish the Stage 1 with a number 2 in the "seconds" digit of the stage timer (third from the right). Defeat Luigi in less than 1:00:00. Complete the remaining stages in Adventure mode, then defeat Luigi again to unlock him.
Young Link	Finish Classic mode with at least 10 characters, then finish Classic mode with Link and defeat Young Link to unlock him.
Falco	Finish the 100-Man Melee and defeat Falco to unlock him.
Pichu	Finish Stage 37 of Event mode and defeat Pichu to unlock him. Alternatively, play Versus mode 201 times, then defeat Pichu to unlock him.
Ganondorf	Finish Stage 29 of Event mode and defeat Ganondorf to unlock him.
Marth	Use all 14 original (not secret) characters at least once in Classic or Adventure mode, then finish the game with one of them and defeat Marth to unlock him. Alternatively, play in Versus mode 401 times, then defeat Marth to unlock him.
Roy	Finish the game in Classic mode as Marth and defeat Roy to unlock him.
Mr. Game & Watch	Finish the game with 24 characters in Classic mode, then defeat Mr. Game & Watch to unlock him.
Mewtwo	Play in Versus mode 701 times and defeat Mewtwo to unlock him. Alternately, play in Versus mode for a combined total of 20 hours of play by non-computer participants (i.e. if four players participate, Mewtwo will appear after only five hours of play).

Secret Stages

Brinstar Depths	Play 50 matches in Versus mode.
Fourside City	Play 100 matches in Versus mode.
Big Blue	Play 150 matches in Versus mode.
Pokémon Floats	Play 200 matches in Versus mode. This also enables a Random Select option in Versus mode!
Mushroom Kingdom II	Find the Birdo or Pidgit trophy in One-Player mode.
Flat Zone	Finish Classic mode as Mr. Game & Watch.
Battlefield	Defeat All-Star mode with any character.
Final Destination	Clear all 51 Stages in Event mode.
Dreamland	Complete Target Test with all 25 characters.
Yoshi's Island	Hit the sandbag over 1,323 feet in the Home-Run Contest.
Kongo Jungle	Finish the 15-Minute Melee with any character.

Sound Test

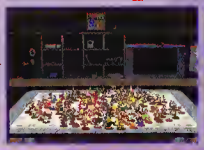
Unlock Jigglypuff, Luigi, Dr. Mario, Falco and Young Link and clear 27 out of 30 stages in Event mode to unlock Event mode stages 31-39. To unlock stages 40-50, unlock all of the hidden characters. To unlock Stage 51 in Event mode, complete stages 1-50. Clear Stage 51 to unlock the Sound Test.

All-Star Mode

Finish the game in Classic mode with all 25 characters to unlock All-Star mode.

Special Hidden Trophies

Many of the 300+ trophies in Super Smash Bros. Melee can be found randomly during normal gameplay or by winning them in the Lottery at the Trophies menu. However, we've found over 40 trophies which can only be earned by performing certain specific objectives as follows:



Fighting Wire Frames	Finish the 15 Minute Melee with any character.
Male Wireframe	Finish the 100-Man Melee in 240 seconds or less and defeat Falco.
Proximity Mine	Complete Stage 3 of Event mode.
GoombaFinish	Stage 14 in Event mode.
Samus Starship	Successfully escape from Brinstar in Adventure mode before the timer expires.
Kirby Hat 5	Finish Stage 37 in Event mode.
Bunny Hood	Accumulate a total of 126 hits in Training mode "MAX Combos" for all characters combined.
Captain Olimar	Play *Super Smash Bros. Melee* with a *Pikmin* save file on your memory card.
Battlefield	Finish All-Star mode once with any character.
Celebi	Locate Celebi's Pokéball in One-Player Adventure or Classic mode.
Crazy Hand	Complete Adventure mode at the Hard or Very Hard difficulty setting without continuing.
Smash Coins	Play 100 times in Coin Battle mode (set battles to "coin" at the Options menu).
Diskman	Score points in every Special Bonus category.
Entei	Complete Stage 26 in Event mode.
Donkey Kong Junior	Complete the game will all 25 characters in Classic mode (any difficulty).
Female Wire Frame	Defeat 101 enemies in the Endless Melee.
Final Destination	Finish Stage 51 in Event mode.
Food	Play 1,000 matches in Melee mode.
Game & Watch	Complete Stage 45 of Event mode.
Land Master Tank	Score a combined total of 1,001 KOs.
Lon Lon Milk	Clear the Target Tests in 1,500 seconds or less.
Mach Rider	Clear Classic mode in 300 seconds or less.
Majora's Mask	Complete Stage 47 in Event mode.
Master Hand	Clear Classic mode at Hard or Very Hard difficulty without continuing.
Maximum Tomato	Play 10 matches in Melee mode.
Metal Box	Perform 11 Combos in Training mode.
Mew	Clear All-Star mode at the Hard or Very Hard difficulty setting.
Mute City	Walk a total distance of 3,300 feet or more in the game.
Paper Mario	Hit the sandbag 1,485 feet or more in the Home-Run Contest.
F-Zero Racers	Collect the red "Smash" trophies for all characters (earned by finishing Adventure mode).
Meowth	Collect the blue "Smash" trophies for all characters (earned by finishing All-Star mode).
Warrior	Clear All-Star mode in 300 seconds or less.
Wolfen	Clear Adventure mode in 1,100 seconds or less.
Tom Nook	Collect 1,001 coins.
Sandbag	Hit the sandbag 990 feet or more in the Home-Run Contest.
Target	Clear the Target Test with every character.
Sheriff	Clear the Target Test in 750 seconds or less.
UFO	Play 100 multiplayer matches with two or more players.
Falcon Flyer	Play 150 Multiplayer matches with two or more players.
Sudowoodo	Play 200 Multiplayer matches with two or more players.
Unown	Get a combined total of 16,503 feet or more in the Home-Run Contest using any characters.
Mr. Resetti	Defeat six foes in Cruel Melee mode.
Mayra	Unlock the Sound Test.
Heart Container	Play 100 matches in Melee mode.

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by Charlotte Chen

Shrek

Shrek (the ogre anti-hero from the DreamWorks movie of the same name) can't settle down for a well-deserved happily-ever-after just yet. In Shrek for the Xbox, the Princess Fiona has been spirited away by the evil magician Merlin and trapped in a tower of unspeakable evil, a horrific place hidden by a dense fog. Shrek can reveal the castle concealing his lady by performing Good Deeds in all the lands surrounding the castle, pushing back the fog a little with each deed he accomplishes.

Saving

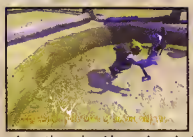
After Shrek completes a Good Deed, the game will automatically save and eject you back to the world map—even if it's one you've already completed before. Don't repeat your charitable works if you don't want to get booted out of the world again.

Shrek's Swamp (Training Grounds)

1. Jumping Grounds

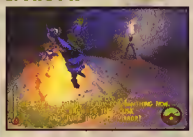
Shrek can jump into a wall, then rebound off it to get to higher ground. He can also connect a series of wall jumps. For example, if he is standing next to two pillars, with the rightmost pillar being higher, he can wall-jump off the side of the right pillar into the side of the left, then immediately wall-jump again to reach the top of the right pillar.

2. Combat Arena



Shrek has several basic attacks: punch, kick and grab. Punches land more quickly than kicks, while kicks are slightly more powerful than punches. Shrek can grab any enemy; however, some of them will squirm out of his grasp, and he'll take damage when they do. Also, when he's holding an enemy, pressing the Punch or Kick buttons will cause him to either throw it a short distance or drop-kick it a long one.

3. Fire Pit



Onions and chili peppers are needed to power up Shrek's belches and farts. Shrek's gas cloud can stun enemies for a few seconds, and if he eats a chili pepper he can belch fire. Shrek can light his own gas cloud on fire by belching on it. Also, hold the **Left** trigger and expel gas after Shrek eats a chili pepper to cause a massive explosion! Exploding gas can be used to propel Shrek upwards to get hard-to-reach objects.

Mother Goose Land

Cost: Nothing

1. Corral Bo Peep's Sheep

Go through the tunnel to the farm. There are five sheep on the loose, and one Big Bad Wolf conducting bizarre plays using the wooly creatures as living footballs. Grab one and drop-kick it into the pen, then knock the wolf senseless. Grab another and repeat until all the sheep are safely in their pen.

2. Toss the Egg Kids into the Gander's Nest

Taking a nasty fall has transformed Humpty Dumpty into a rather unsavory creature who preys on impressionable young Egg Kids. Kick the yolk out of him and bring the five Egg Kids back to the Gander's Nest.

3. Expel Gas on the Dancing Cow

Punch the clock to make night fall, then jump down and run along the path to the farm. You've only got 40 seconds, so run quickly to the middle of the field, knock the cow down and expel gas while running in a circle to surround her in a lovely cloud of fart.

4. Wake Up the Sleeping Guards

All the king's horses and all the king's men are sleeping on the job! Punch the clock and wake up three of them by hitting each of them four times. There are two sleeping near the clock and one next to the church.

5. Capture the Evil Fairies

Rounding up these elusive creatures is probably the most difficult task Shrek has in each level. The fairies glow bright pink and leave a temporary trail of pink dust in their wake. A whimsical chime sounds as they move...and if you are standing near them and don't appear to notice them, they start to giggle, which makes them easier to find. However, they are very small, and once they sense Shrek is on their trail, they start darting back and forth. They favor specific hiding places in each level, so I'll list the areas you should check if they get away from you during a chase.

- The water near the Mother Goose statue and the Gander's nest.
- Behind the shoe house.
- The cornfield in the farm.
- The pumpkin patch in the farm.
- The white tree next to the blue barn in the farm.

6. Find the Hidden Easter Eggs

This is also a mainstay in each level, with the Easter Eggs floating seemingly out of reach. Use your wall jumping skills to reach them.

- On the roof of the church.
- On a platform to the left of the church. Jump up inside the hollow pillar by the church to gain access.
- Floating in midair between two short towers next to the clock. Use a wall jump off a tower.
- Wall-jump off the brown tree to reach the Easter Egg on top of the archway near the clock.
- In the small window in the rear of the large red shoe house.
- On a brown pillar next to the blue barn in the farm area. Wall-jump off the white tree next to the blue barn to get onto the roof. Take a running jump off the opposite edge to reach the Easter Egg at the top of the brown pillar.

Sweetsville Industrial Park

Cost: Nothing

1. Shut Off All the Factory Whistles

Run quickly up and down the cobblestone path and hit each Factory Whistle. There are a lot of factory workers turning them back on again, but just kick all of them out of the way and eventually you'll get all five whistles off at the same time.

2. Beat Frankendrop

Next to the factory there's an elevated green platform that leads to the roof of the small brick building next door. Use a wall jump off the narrow side of the window in the brick building to arc up and diagonally onto the platform. Frankendrop and his miniature cohort are looking for a fight. Kick the big guy out of the ring, then run away from the little one. You only need to kick the large Frankendrop monster out of the ring three times.

3. Shut Down the Factory's Power

Punch the generator inside the factory. You'll have to hold off the factory workers for 30 seconds to prevent them from turning it back on. Walk around the generator, constantly kicking anyone who gets too near, until the time runs out.

4. Flush the Slingshot Vandals

There are three Slingshot Vandals running around, calling you complimentary names like "booger-face" and pelting you with gumdrops.

- When you first enter the level, there's a kid standing there. Pick him up and go over to the yellow flushing switch. Stand on it, then aim for the concrete toilet well across the gorge and drop-kick him into the hole.
- There is a concrete toilet next to the factory, and a couple of gumdrop kids harassing the workers. Pick one up and drop-kick him into the toilet.
- Above the concrete toilet next to the factory, there's an elevated green platform which leads to both the Frankendrop ring and another concrete toilet set high above ground. Grab the last kid and drop-kick him so he lands on the platform. Quickly wall-jump diagonally to get up there yourself, then grab him and flush him down.

5. Capture the Evil Fairies

- The sewer tunnel to the right at the beginning of the level.
- The overturned barrels in the far corner next to the locked door and the Easter Egg.
- Around the sewage run-off pipe next to the factory.
- On the ground or on the green platform near the Frankendrop ring and the concrete toilet.
- Along the route with the Factory Whistles.

6. Find the Hidden Easter Eggs

- In the corner on top of a machine near the overturned barrels.
- Floating above the pipe that runs over the row of Factory Whistles.
- Wall-jump diagonally onto the elevated green platform that connects to the Frankendrop ring. Walk along until you are facing the upstairs factory window. Carefully jump to land on the window sill, then jump again to get the Easter Egg.
- At the very end of the elevated green platform, next to the concrete toilet.
- Take a running jump off the edge of the small ramp leading up from the sewage river next to the factory to grab the Easter Egg.
- Cross the sewage river at the beginning, go to the metal girder that's sticking up at a slant and push off from near the end to get the Easter Egg floating near the weird red licorice trees.

Creepy Crypt

Cost: 5 Good Deeds

1. Stop the Wicked Witches

There are six wicked witches flying around, harassing the poor skeleton. Wait for one to draw near, then dart in front of her and lay a debilitating fart in her face. Kick her before she recovers. You cannot hurt them if they are not inside your noxious fumes.

2. Clear the Crypt of Bats

There are five Vampire Bats befouling the Crypt. When you see them, just jump into their general area and they will disperse.

- On the small ledge to the left of the Crypt entrance.
- On the small ledge to the right of the Crypt entrance.
- Near the back of the Crypt up in a high corner.
- In the back of the music room.
- In the large room on the bottom floor.

3. Play Music For the Skeletons

Go down into the Crypt, then jump into the room on the lower left. Hit the music speakers to make them start up, then gather up the Skeletons. Drop-kick each one onto the small ledge near the room's entrance, then wall-jump next to it, drop-kick it over to the next ledge and kick it inside the room. One Skeleton is wandering in the Crypt and two more are in the graveyard area filled with Wicked Witches.

4. Return the Baby Spiders

The Mama Spider is idling about near the entrance to the Crypt, hiding behind a sarcophagus. Gather up all the little orange Baby Spiders which are running all over the graveyard. You can kick them over to their mother or chase them back to her.

5. Capture the Evil Fairies

- On the small ledge to the left of the Crypt entrance, near where the Vampire Bats were hanging.
- Darting back and forth in the graveyard with the witches.
- Also in the graveyard with the witches.
- On the bottom level of the Crypt, off in the furthest right corner from the entrance.
- Near the bottom floor of the Crypt, in the small alcove underneath the music room.

6. Find the Hidden Easter Eggs

- Above the entrance to the Crypt. Wall-jump to reach it.
- Inside the third alcove from the left on the second floor of the Crypt near the back.
- Inside the large alcove on the bottom level near the room with the music speakers.
- In the corner of the graveyard, next to a tombstone and behind a brown tree with a pumpkin hanging from it.
- Floating in midair above the dome-shaped tomb filled with drawers at the back end of the Crypt.
- Floating above the roof of the stained glass building in the graveyard.

Prince Charming's Castle

Cost: 10 Good Deeds

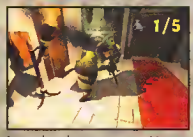
1. Blow Up Three Jesters

A court jester is pretty amusing, but nowhere near as entertaining as a court jester "on fire!" Kick the jesters into the throne room and next to one of the two lighted torches near the prince. Jump up and fart onto the fire to create a massive explosion. There's a Jester walking along the balcony next to the throne room, one that you encounter just going up the stairs in the castle and one hidden away in the small alcove which leads into the prince's chambers. Climb up the stairs until you're almost at the princess' room, then look over the side—there's a small opening in the wall you can jump into. Get in there and boot the Jester into the throne room.

2. Kick Prince Charming's Butt

Kick the prince upstairs to the princess' room at the very top of the castle. There are a lot of enemies along the way; use a flurry of punches to keep them at bay. When you get to the balcony right outside her room, punch him until he's seeing stars, then carry him inside. If you just try to kick him in, he'll stall at the entrance and jump off the balcony. Some stud *he* turned out to be.

3. Cook the Giant Weed Rats



They move fast, so use your punches to knock them senseless, then kick them onto the various torches around the castle. You can kick the one in the princess' room into the fireplace. One is hidden in the alcove which leads to the small balcony that sticks into the throne room. You can get into it by jumping from the platforms outside the princess' room.

4. Boot the Prisoners to Safety

The prisoners are those wretched, shirtless weaklings who run around with their arms covering their heads. Grab them, bring them downstairs to the dungeon and stand on the square of light in the middle. Face the back of the dungeon and drop-kick the prisoners to freedom through the open window.

5. Capture the Evil Fairies

- In the throne room.
- Outside the princess' room.
- In the room next to the entrance.
- In the room between the staircases with the large torch set on the wall between.
- In the dungeon.
- Below the red chili pepper that floats above the bridge leading to the princess' room, or in the princess' room.

6. Find the Hidden Easter Eggs

- Above the door to the throne room.
- In the fireplace of the princess' room.
- Inside one of the cells in the dungeon.
- In the air above the end of the brown planks with the chili pepper floating in the middle. Jump off the edge of the plank and use a wall jump to rebound back into the Easter Egg.
- Floating in midair above the path of sunlight in the dungeon. Use a wall jump to rebound backwards into it.

Molasses Sewers

Cost: 15 Good Deeds

[Note: These descriptions are assuming that when you begin the level, you choose to go straight ahead.]

1. Turn On ALL the Red Valves

The red valves are all placed near the ceiling; they give off a distinct hissing sound, like gas escaping. Give them a good punch or kick to turn them on. Listen carefully if you can't see them.

- In the first room.
- In the second room, to the side of the entrance.
- On the wall of the third room. Take the stairs up to the large vat of molasses, then jump along the pipes and walk along a high green pipe to reach it.
- On the same wall of the third room, at the other end. Walk along a low green pipe to reach it.
- In the same room, set between the two small waterfalls of molasses.
- The back of the third room has three pipes leading off on the left, middle and right. Go through the teardrop-shaped pipe that leads to the right. Use wall jumps and the double pipes to jump up to the Red Valve.
- Go through the middle pipe in the back of the third room and enter a fourth room. Use the pipes and platforms to reach the valve set on the wall.
- Go all the way back and through another teardrop-shaped pipe to get to the fifth room. Use wall jumps to get to the valve set high in the middle.

2. Fry the Ice Cream Guards

These guards are easy to dispatch—and all are wandering near a chili pepper. Just belch fire on them once and they'll collapse.
• In the first room. Eat the chili pepper above the pipe.
• In the second room. Use the chili pepper from the first room.
• In the vat of molasses in the third room. Get the chili pepper at the end of the green pipe.
• At the very back of the third room, where three pipes lead off to the left, middle and right. Use the chili pepper on top of the wheel.
• In the room through the pipe that leads left from the back of the third room. Use the chili pepper immediately before the entrance to the Ice Cream Queen's room.
• In the room through the teardrop-shaped pipe that leads right from the back of the third room.
• In the room through the pipe with a broken grill (and molasses running out) that leads to the rear in the back of the third room.
• Same as above.
• Walk all the way through the room you accessed through the broken grill and go through another pipe. This one leads to another large room with an Ice Cream Guard wandering near the pipe.

3. Rescue the Sweetsville Engineers

Grab these shmoes and drag their sorry hides back to the Research Laboratory. The lab is in the back of the room you start out in. You may have to drop-kick them a few times to get them over obstacles.
• Standing on the green pipe in the first room.
• Standing on top of a yellow pipe near the beginning of the third room.
• Hiding behind the vat of molasses in the third room, skulking around near the small bridge on the bottom level.
• Standing on top of pipes in the room immediately before the Ice Cream Queen.
• From the first room, go through the pipe that leads to the right. There is a Sweetsville Engineer standing on some lowered pipes.

4. Take Down the Ice Cream Queen

Jump along the platforms lining the walls to fill up on onions and to avoid the Ice Cream Queen's shotgun. Eat the chili pepper last, then do a wall jump to land in the ring with the Queen. Hold down the **Left** trigger and expel gas at the same time, causing a fireball to explode in her face. Do this three times.

5. Capture the Evil Fairies

The Evil Fairies in this level are the hardest to collect. They move around long distances, and the terrain makes it impossible to chase them. Listen carefully and watch and wait to observe their patterns.
• At the end of the third room.
• Inside the room that leads to the Ice Cream Queen. (Sometimes there are two fairies in here.)
• If you head right instead of forward at the beginning, there are fairies darting back and forth between the two rooms there. Try to gauge when it's going to move and catch it in mid-flight.
• Moving between the first, second and third rooms.

6. Find the Hidden Easter Eggs

• In the Research Laboratory.
• Floating above the propeller blades that lead out of the second room. Run up the side of the wall and jump up to the blade.
• In the room before the Ice Cream Queen's room.
• Go through the teardrop-shaped pipe that leads to the right of the large third room, jump off the "!" Caution sign and go down the tube.
• Go through the molasses-dripping pipe with the broken grill in the back of the large third room. It leads to a large fourth room. Use the broken pipes to jump over to the Egg hidden inside the last pipe, where steam is shooting out. Wait for the steam to die down, then jump in to grab it.

Red Dragon Castle

Cost: 20 Good Deeds

1. Light the Dragon Pots

Dragon Pots are yellow braziers with black smoke pluming out of them. There are five in this level, one at the edge of the courtyard, three on the right, middle and left of the castle and one floating high above the left side of the castle. Eat a chili pepper, then stand on the Dragon Pot and let out an explosive fart. You can also light the Dragon Pots by filling them with gas and letting the archers hit them with a flaming toilet plunger (don't ask). There are chili peppers in three locations: on top of the beam surrounding the courtyard, floating in front of the rightmost window in the castle and on a small grassy ledge on the left side of the castle. You'll need this last chili pepper as you wall-jump up to light the Dragon Pot set high above ground.

2. Stop the Baby Dragons

Although there is a lot of armored personnel running amok, the Baby Dragons are only interested in a couple of luckless knights. There are only two knights in the level; both wear armor with yellow feathers coming out of their helmets. They are distinguishable from the other enemies because they are unarmed. Grab one in front of a Baby Dragon and use it to lure the reptile back to the small inflatable pool at the beginning of the level.

3. Save the Little Fishies

There are five Fishies flopping around in the dry moat. Pick them up one by one and bring them to the inflatable pool. They are slippery! To keep Shrek from dropping them, look carefully for the telltale jerk of his arm and press **B** again quickly to re-grab the Fishy before it falls.

4. Expel Gas on the Dancing Cow Again

Enter the castle through the doorway on the left. Use a series of wall jumps to reach the top of the castle. The cow is in the room at the top of the stairs. Punch her, then expel gas all around her so she can't escape it.

5. Capture the Evil Fairies

• Around the left side of the castle.
• Around the right side of the castle.
• Around the middle of the castle, sometimes under the bridge.
• Near the beginning of the level, near the circle of hearts or the inflatable pool.
• In the center of the castle.

6. Find the Hidden Easter Eggs
- On a small ledge on the side of the courtyard.
- Inside a small tower at the side of the courtyard.
- Under the bridge.
- In the left window of the castle. Enter from the right and work your way down to the left to get it.
- On the dragon chandelier hanging in the center of the castle.
- In the center of the room at the very top of the castle. Light a series of farts from one of the torches at the side of the room. When you get close enough to the Egg, expel a lot of gas so the explosion propel you upward into it.

Merlin's Dark Tower Fortress of Pure Evil

Cost: 25 Good Deeds

1. First Room
Pick up the barrel of TNT in the small cage and drop-kick it to the ledge. Jump up and detonate it next to the door to blow it open. There is only one enemy in this room, but he is firing flames at you. Be careful not to let the TNT blow up prematurely. If it does, just get another one out of the cage.

2. Second Room
There are three enemies in this room: one is a guy throwing flames and the other two are pieces of furniture. If you use wall jumps to reach the upper ledges, you can refill on some hearts. Return to the first room and get another barrel of TNT. Kick it up to the ledge, then run inside the second room and kick it out of your way, hoping that it doesn't get set on fire yet. Punch the enemies inside and let the TNT barrel detonate next to the second door. Try again if the barrel explodes too soon.

3. Third Room

This one is the most difficult. You have to bring the TNT barrel all the way from the first room to the third. First, clear the second room of enemies by kicking them all onto the floor of the third room. Now the second room can be used as a safe spot for you to refill your health. Get the TNT barrel and bring it through the door leading to the third room. Immediately drop-kick it over to the ledge on the left. Wall-jump up to it and detonate it next to the last door. You can punch the flaming enemy senseless and pick him up to light the barrel if there is no flame nearby.

4. Fourth Room
This is a small chamber with a pillar set in the middle. Punch the flaming enemy at the bottom, then use wall jumps to get to the upper floor. Hit Merlin three times and he'll disappear. If you're low on health, go back to the second room and refill your hearts before you enter the fifth room.

5. Fifth Room

An opening leading from the balcony brings you into a circular chamber with a sphere in the center. After you enter, the door seals itself behind you. You have to fight some apparitions Merlin conjures up. A few kicks and punches will make them vaporize. Wait for a barrel of TNT to appear, then detonate it near the sphere. Jump up to the balcony to attack Merlin. He's launching spells at you, so weave from side to side when you approach him. When you punch him, he'll disappear and respawn in another location. Repeat until he collapses.
(Note: Those @#$! chickens are harassing you in this level as well! Not only that, but if they peck you, you'll take damage. Look out for these feathered fiends as you move around. Man, what happened to the good ol' days when ogres could just bite off chickens' heads and be done with them?)

Race Mode

Race Mode is unlocked after you complete four good deeds in the beginning worlds. You have to perform the same missions as you did in the Story Mode, except this time they are timed. You'll be rewarded with Cheat Tokens which can be spent in the Cheat Menu. Completing one mission in Race Mode garners you $1 Cheat Token. Buyer Beware: Doing a Good Deed with any cheats enabled makes it automatically disqualified. The word "Cheater!" will pop up and you'll get booted back to the World Map without any record of what you've accomplished.

Available Cheats

1. Invulnerable: $3
2. Infinite Gas: $3
3. Infinite Flame: $3
4. Super Strength: $3
5. Super Flatulence: $3
6. Leak Mode: $3
7. Slow Mode: $3
8. Fast Mode: $3
9. Low Grav: $3
10. $ For Merlin: $3
11. Chalk Mode: $3
12. Crude Oil Mode: $3
13. Plastic Mode: $3
14. Cyber Shadows: $3

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TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 2

SONS OF LIBERTY™

Konami has worked hard to pack all kinds of obscure secrets into its latest game, *Metal Gear Solid 2*. In these pages, you will find help on the "normal" sections of the game as well as details on many of the lesser-known parts. Here, we'll focus mostly on the Plant episode. The first section of the game, the Tanker episode, is very similar to the *Metal Gear Solid 2 Trial Edition* demo that came bundled with *Zone of the Enders*. You can check out our coverage of the demo in our April 2001 issue. Let's begin!

By Ara Shirinian

GENERAL STRATEGY

• ENEMY BEHAVIOR

There are two major categories of human enemies in *Metal Gear Solid 2*: patrol soldiers and reinforcements. Patrol soldiers follow an assigned route until they are somehow alerted by your actions. On the other hand, if reinforcements appear, they will seek you out directly. Once you have triggered an alert mode, the best thing to do is to run away and hide. You could try to kill all the reinforcements that show up, but that's a waste of resources.

Patrol soldiers are further split into two categories: those that just walk around and those that regularly report in with their radios. You have to be very careful with the latter kind. If they do not report in at regular intervals, an investigation party will be sent out to look for them. This greatly increases your probability of getting caught! Even if the investigation party does not find you, if you killed the enemy and they find the body, the game will go into caution mode and the guard will be replaced.

If you are trying to take out all of the enemies in an area, identify the ones that report in and deal with them last...and only shoot them down when you know you can leave the area quickly.

• ENEMIES' FIELD OF VISION

The sight cones displayed on the radar are not a completely accurate representation of the enemies' field of vision. For example, if you are hiding behind or under something, or if there's a solid object between you and the enemy, he won't see you even though his sight cone might overlap you on the radar. On the other hand, his actual range of sight extends up to 40% further beyond what is displayed on the radar if you are standing in front of him. If you enter into this "extra" area, the enemy will go into suspicious mode and will make his way toward you. As far as their peripheral vision goes, I wouldn't try to approach an enemy from anywhere closer than a 90° angle to their line of sight. The point is that you shouldn't completely trust what the radar shows. In any situation, don't try to get closer to an enemy than you have to.

• COMBAT TECHNIQUES

There are a lot of different things you can do in *MGS2* when it comes to fighting enemies. However, most of the options available to you—like shooting their radio, using a body as a shield and shooting pipes and other background objects—are not very effective. Basically, if you are in alert mode, your best bet is to just run away as fast as possible and find a hiding place! While you are escaping, equip a box if you have one. This way, you cannot get knocked down while running, even if you are shot.

There are three techniques that will cover practically all other situations. First, if you want to shoot an enemy, do it from as far away as possible and aim for the head. One head shot will immediately tranquilize or kill him. If there are other enemies in the vicinity, it is safest to just tranquilize everyone first. Second, if you want to separate an enemy from a group of other enemies, use the knock-on-the-wall technique to lure them away. Alternatively, you can tranquilize everyone, then move all the bodies to strategic locations and selectively wake up one of them. To wake up a sleeping enemy, you can either pick up and drop his body repeatedly or you can spray Coolant at him. Finally, if you want to obtain his dog tags, you can hold him up. The next section describes this procedure in detail.

HOW TO ACQUIRE DOG TAGS

Obtaining dog tags seems difficult and tedious at first, but after you've collected a lot of them it will be quite easy. There are many ways to do it, but the method I recommend is a four-step process:

STEP 1: Hold up the enemy.

This is accomplished by walking behind the enemy and holding down □ with a gun equipped while standing sufficiently close. If you're not close enough, you'll just draw your weapon normally and the enemy will ignore you. If you are sufficiently close, you'll hear your character say "Freeze!" and the enemy will hold up his hands. It is not necessarily important to be behind the enemy to hold them up, you just have to do it without being seen. If the enemy is asleep but standing up, you can also hold them up from the front. In alert mode, holding up an enemy is not possible.

STEP 2: Move towards his face while keeping the gun drawn.

In order to do this, you will have to hold down L1 while continuing to hold □. This way, you can move while keeping your gun drawn, and the gun will remain pointed at the enemy. If you point the gun away from the enemy for too long, he may try to escape!

STEP 3: Point the gun at his face in first-person mode.

Once you're positioned in front of your enemy, you can release the L1 button. Now, hold R1 for the remainder of the process to go into first-person mode. Aim at his head, but do not shoot!

STEP 4: Force the enemy into submission.

At this point, one of two things will happen: The enemy will either submit to you or he will resist. If the he submits, he will say something like "Don't shoot!" Then he'll shake around a bit and the dog tag will fall out. However, if he resists, he will say something like "Are you going to shoot me?" or "What are you?!" In this case only, a subtitle will always appear at the bottom of the screen. When this happens, quickly switch to the SOCOM or USP (if you do not have it drawn already) and shoot once at his hand or arm. Keep your gun drawn and bring it back to his face. Now, with a limp arm, he will quickly surrender the dog tag! Before you pick it up, be sure to take out the enemy first.

A FEW MORE THINGS TO REMEMBER

• Always hold up the enemy initially with the M9, then draw out the USP or SOCOM only when you have to. This will reduce the chances of accidentally killing the enemy before getting his dog tag.

• With the Scope or either camera, if you look at any enemy and hold down △, his name will appear if you have already collected his dog tag. This works even through walls or if the enemy is far away. However, if a particular enemy is dead, his name will not appear even if you have his dog tag. Also, if the current date according to the PS2's clock matches the birthday of that soldier, the text "happy birthday!" will appear above his name.

• Some enemies will only appear once, or only before and after certain events. In particular, in the Plant episode, there is one enemy in Strut E Parcel Room that will only appear when you are going through that area from Strut L Oil Fence near the end of the game. If you are going after all the dog tags, be sure to obtain each one whenever you see a new enemy for the first time.

• Try not to hold up an enemy when he's facing a wall. If you do that, it will be difficult to position yourself in front of him. Sometimes, if you are too close to an enemy, nothing will happen...even though you might be pointing the gun right into his face. You can try running through the enemy a couple of times to jostle him into a better position, but that won't work often.

SPECIAL TAGS

There are a few tags that cannot be obtained by normal means. To search a dead or sleeping body, just pick it up and let go. Items will sometimes come out—and in the following cases, dog tags will come out too:

Olga Gurlukovich—After beating Olga, search her body.
Peter Stillman—After beating Fatman, search his body.
Solid Snake—In the Ascending Colon, attack Snake repeatedly with the blunt edge of the HF Blade (Press □ to switch edges) until he's unconscious. Then search his body. Depending on the difficulty level, the name on this tag will be different.

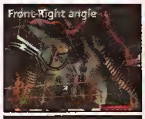
PLANT EPISODE MAP

The following map shows all the areas in the Plant episode and their topological relationships to each other. Also, for each area, if there are dog tags to be obtained, the quantity and ID# of each one is displayed. However, depending on the difficulty setting, the ID# of a particular dog tag from a particular area will vary. For this reason, each dog tag ID# will be preceded with an abbreviation of the difficulty level it applies to. For example, **ve,e:001-2** means that for difficulty levels Very Easy and Easy, dog tags 001 and 002 can be obtained.

COMMON TROUBLE POINTS

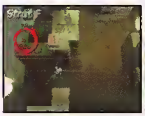
TANKER HOLD NO. 3

In the last section of the Tanker episode, you must take four pictures of Metal Gear Ray. You'll hear a special sound effect after taking a shot if it's an acceptable one. Here are the shots you need:

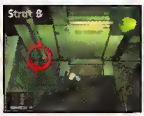


DEACTIVATING BOMBS

After you meet Stillman in Strut C, you'll have to go around to every strut and deactivate six bombs. Here are the locations of each one:



Enclosed by boxes in the central area of B1.



Obscured behind one of the open breaker doors.

At the heliport, next to one of the wheels of the harrier.

In the women's bathroom.

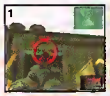
In the area behind the Lv. 1 door. Crawl under the pipes to reach it.

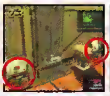
At the bottom floor of the area, under the door to the CD connecting bridge.

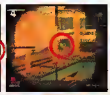
There's also a seventh bomb that will only appear after you've obtained Bomb Sensor B. This one is in Strut A, deep sea dock. Look at the bottom surface of the submersible craft for it.

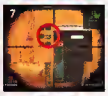
SHELL 1-2 CONNECTING BRIDGE

After you obtain the Lv. 3 Card, you'll finally gain access to the bridge connecting Shell 1 and 2. Here you must shoot 10 control boxes in order to disable the bombs. You can shoot any part of a control box to shut it off—it's not necessary to aim right at the green light! Some of them are really far away, so you must have the PSG1 to reach all of them. Remember, once you complete this task, an event will be triggered and you won't be able to return to Shell 1 in its current state again. The is one of only two parts of the game where you really have a use for Pentazemin, so don't hesitate to use a few if you need to steady your aim. Here are the locations of each box:

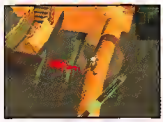








After the boss battle on the bridge, an important item will appear: the Suppressor for the AK-74U. However, it's a little tricky to get to. Walk onto the pipe until you reach this point, then use the roll maneuver to effectively "jump" across the gap toward the left. You may have to try it a few times, since there's almost no room to walk and you cannot roll unless you are already walking. You can also use this same technique to get yourself across other kinds of gaps you may encounter later on.

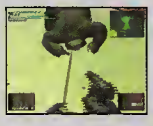


PLANT EPISODE BOSS BATTLES

BOSS 1: Fortune

This isn't much of a battle, since it is impossible for you to hurt Fortune. Meanwhile, she will be tearing up the room with her giant gun. If you keep running around, it will be easy to avoid her attacks. The fight will automatically be over after a set period of time.

BOSS 2: Fatman



During this battle, Fatman will alternate between planting bombs and attacking you. The bombs are your first priority, so before you go after Fatman, be sure that you've deactivated all of them. Fatman will place bombs on any surface of the containers in this area, sometimes on the side that is normally obscured by the camera. When shooting at him, hold down L1 so you can run and shoot at the same time. If you're able to knock him down (by shots or otherwise), you can inflict a great amount of additional damage by shooting at his head as he tries to get back up. After you beat Fatman, drag his body to find the very last bomb.

BOSS 3: Harrier

Here you must use the Stinger missiles to attack the Harrier. Fortunately, this item will appear at the very beginning of the battle. A special strategy isn't really necessary; just be sure that your missiles lock on and try to maintain a high rate of fire. Of course, be careful not to shoot the Kasatka!

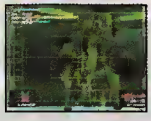
BOSS 4: Vamp

Vamp is supposed to be able to dodge your bullets if you try to use L1 to lock on to him, but why even bother using a gun? Bring out some of the heavy weapons that you've recently acquired, like the Nikita, RGB6 or the Stinger; with these weapons you will be able to inflict some serious damage on Vamp. Even though the Nikita is super-slow, you can still hit him with it. The lock-on mechanism on the Stinger also works fine here.

BOSS 5: Vamp (again)

Use some Pentazemin to steady your aim and go for the head. All it takes are a few carefully timed shots. You won't ever really need Pentazemin after this battle, so just use them as necessary.

BOSS 6: Metal Gear Rays



Now you'll have to battle an entire army of Metal Gear Rays! This is the most difficult battle in the game by far; you may have to burn a few lives just to get accustomed to their movement patterns. The two weapons you should use here are the Stinger and Chaff Grenades. Essentially, you should maintain radar jamming continuously throughout the battle in order to make it more difficult for the missiles to hit you. The jamming caused by a Chaff Grenade doesn't last very long, so you should throw them at regular intervals. As far as your attacks are concerned, each Metal Gear Ray has three targetable points: the head and both legs. In order to inflict maximum damage, send a Stinger missile into one of the leg targets. When this happens, the Ray's head will be exposed for a brief moment. If you can subsequently fire another Stinger missile into the head before it closes, you'll cause massive damage. Immediately afterward, there is a brief moment where you won't be able to further damage the same Ray. At this point, repeat the same technique on a different Ray. Rations will appear in the center of the area and other items will appear closer to the edges. The number of Rays you'll have to destroy before the battle is over is determined by the difficulty setting.

BOSS 7: Solidus Snake

This final boss is actually much easier to defeat than the previous one. If you follow the basic stick-and-move strategy, you'll be able to beat him with little trouble. Solidus is most vulnerable for a few seconds after he's executed an attack. If you attack him at any other time, he'll block. After successfully getting a hit in, you should continuously keep hitting until he's knocked down or out of range. The circular blade strike works pretty well here. After Solidus sustains a certain amount of damage, he'll attack a little more aggressively.

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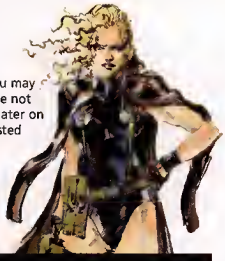
ITEM CATALOG



Here are all of the important items in the game and their locations. They are listed in the order in which you may acquire them. Items that you start the game with and items that are not unique like Rations or Grenades are not listed. Some items like the Thermal Goggles, PSG1-T and the Mine Detector will show up in other locations later on in the game if you miss them the first time around. However, only the earliest appearance of each item is listed here. Also, some items appear sooner if you're playing on an easier difficulty level than Normal.

Remember:

- As soon as you get the Lv. 1 card, you can obtain the Socom Suppressor in Strut F.
- As soon as you get the Lv. 2 card, you can obtain the M4 and AKS-74U in Strut F.
- As soon as you get the Lv. 3 card, you can obtain the PSG1 and RGB6 in Strut F.
- As soon as you get the Lv. 4 card, you can obtain the Body Armor in Shell 2 Core.

Item	Area	Notes
TANKER EPISODE		
Box 1	Deck D, Crew's Quarters	It's located in the rightmost room.
USP	Navigational Deck	You obtain it automatically after beating Olga.
Wet Box	Navigational Deck	It's on the rightmost side of the deck.
Thermal Goggles	Navigational Deck	You can find this at the top of the deck, above the ladder.
PLANT EPISODE		
Shaver	Strut A, Deep Sea Dock	See the Shaver section on page 42.
Thermal Goggles	Strut A, Deep Sea Dock	It's in the pool in the first room, in the lower-left corner.
M9	Strut F, Warehouse 1F	Use the 1F entrance. It's located in the room at the end of the first hallway.
SOCOM	Strut B, Transformer Room	Pliskin gives it to you automatically.
Cigarettes	Strut B, Transformer Room	Pliskin gives it to you automatically.
Lv. 1 Card	Strut C, Dining Hall	Stillman gives it to you automatically.
Coolant	Strut C, Dining Hall	Stillman gives it to you automatically.
Bomb Sensor A	Strut C, Dining Hall	Stillman gives it to you automatically.
Box 1	Strut A, Pump Room	It's located in the room beyond the Lv.1 door.
Box 3	Strut E, Heliport	It's in the top level of the heliport.
Box S	Strut E, Parcel Room 1F	It's near the node in the upper-right corner of the room.
Digital Camera	Strut E, Parcel Room B1	It's behind one of the Lv.5 doors, but you can use Box S on the conveyor belt upstairs to reach it.
Mine Detector	Strut E, Parcel Room B1	You can also find it at Strut F, Warehouse B1, in the room in the lower-right corner.
Box 2	Strut F, Warehouse B1	Located in the same room as the node, in the lower-left corner.
SOCOM Suppressor	Strut F, Warehouse B1	Crawl through the duct that starts in the same room as the node to reach it.
Bomb Sensor B	Strut C, Dining Hall	This item only appears after the first six bombs are deactivated.
Lv.2 Card	Strut E, Heliport	You receive this automatically after beating Fatman.
B.D.U.	Strut E, Heliport	You receive this automatically after beating Fatman.
Phone	Strut E, Heliport	You receive this automatically after beating Fatman.
M4	Strut F, Warehouse 1F	Be carefull! The room it's located in also contains explosives. Find and destroy the control box first!
AKS-74U	Strut F, Warehouse B1	This item is in the room adjacent to the stairs.
Box 4	Shell 1 Core, B2 Computer Room	It's right next to the node in the central area.
Directional Mic	Shell 1 Core, B2 Computer Room	This is located in the same vicinity as Box 4.
Lv. 3 Card	Shell 1 Core, B1	Ames gives it to you automatically.
RGB6	Strut F, Warehouse 1F	It's in the room beyond the Lv. 3 door on the upper-left side.
PSG1	Strut F, Warehouse 1F	It's in the other room beyond the Lv. 3 door on the right side.
PSG1-T	Strut F, Warehouse 1F	You can find this in the duct in the same room as the PSG1.
Stinger	Shell 1-2 Connecting Bridge	Pliskin gives it to you at the start of the third boss battle.
AK Suppressor	Shell 1-2 Connecting Bridge	Appears next to the front of Strut G after the boss battle.
Nikita	Shell 2 Core, B1 Filtration Chamber No. 1	It's located underwater, at the end of the first flooded hallway.
N.V. Goggles	Shell 2 Core, B1 Filtration Chamber No. 1	This is also underwater, in a dark corner in the central area.
Lv. 4 Card	Shell 2 Core, 1F Air Purification Room	The President gives it to you automatically.
MD Disc	Shell 2 Core, 1F Air Purification Room	The President gives it to you automatically.
Body Armor	Shell 2 Core, B1 Filtration Chamber No. 2	It's underwater, in a dead-end just before you find Emma.
Lv. S Card	KL Connecting Bridge	You'll receive this automatically when you reach the Strut L door with Emma.
High Frequency Blade	Arsenal Gear, Ascending Colon	Snake gives it to you automatically.

MISCELLANEOUS SECRETS

MGS2 is filled with all kinds of interesting little secrets. In this section, I'll illustrate some of the more noteworthy ones.

PROJECTOR FUN

In the Tanker episode, in Hold No. 2, you'll notice that there are remote controls on the tables next to the projectors. If you walk up to one and press △, you'll be able to switch the left and right screens. Stay there and keep pressing the button to see an amusing sequence!

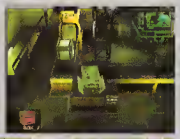
SECRET OF THE SHAVER

At the very beginning of the Plant episode, you can find the Shaver in Strut A Deep Sea Dock. Although it looks impossible to get to, if you face the railing that surrounds the pool and press △, you can hang on it and make your way toward the other side of the cage. When you meet Pliskin for the first time, if you have the Shaver, Raiden will give it to him. Then, later on in the game, you'll see a clean-shaven Snake!

BUTTON TRICKS

- Press **L2** at the title screen or anywhere in the initial menu screens to hear a gunshot and make the screen flash.
- In the same screens, you can scroll the background around by using the right analog stick. This will also change the background colors like in *Metal Gear Solid*.
- Skip Codec conversations more quickly by pressing □ or △ twice.
- Press **R1** or **R2** during the Codec conversation to hear some funny comments. This won't work if you have pressed □, ×, ○ or △ already in the same conversation.
- Press **R3** or **L3** to zoom in on the people's faces in a Codec conversation.
- Move either analog stick around to adjust the camera angle in a Codec conversation.
- In any real-time movie scene, you can press R1 to zoom in and use the right analog stick to move the camera around.

MOVING AROUND WITH BOXES



In the Strut E Parcel Room, there are a bunch of conveyor belts. There's a particular platform on the South side that you can stand on. Step onto it, then equip a box. Wait for several seconds and the conveyor will eventually stop. When the light turns blue, you'll be able to move onto the conveyor belt with the box equipped! Depending on what box you used, you will be transported to one of several different places:

Item Used	Destination
Box 1	Strut C Dining Hall
Box 2	Strut B Transformer Room
Box 3	Strut A Pump Room
Box 4	Strut F Warehouse, B1
Box 5	Strut E Parcel Room, B1, behind the Lv. 5 door.

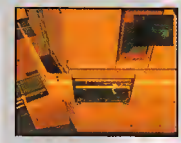
LICE AND RATIONS

In a few parts of the game, you can see several sea lice on the ground and walls. If you crawl on the ground in this manner, there is a chance that one of the lice will get into your Rations! If this happens, you will see a red louse on top of your Rations. To get it off, just hold **L2** and move the menu up and down with the louse on-screen several times. After a number of tries, it will jump off!

INCREASING YOUR GRIP

Your Grip meter initially starts out at Lv. 1. To increase it, just do pull-ups at any point in the game. Each pull-up increases your Arm Strength by 1. When Arm Strength reaches 100 and 200, you Grip will be raised to Lv. 2 and Lv. 3 respectively. Lv. 3 is the maximum you can reach. To check your current Arm Strength, see the "Mission Failed" section on the following page.

STRUT L PERIMETER SPECIAL EVENT



When you reach the Strut L Perimeter, if you can get to the end of the area without being discovered, you'll get to see a special event. The easiest way to accomplish this is to simply crawl through the entire side where the enemies are peeking out. What's so special about this event? Well, try it and find out yourself!

ARSENAL GEAR: CRAZY LOCATION NAMES

When you reach the Jejunum in Arsenal Gear, try walking back and forth through the door that connects the Stomach and Jejunum. You'll see the location names change to places like Aoyama Ni-Chome, Azabu-Juban, New York 52nd Street or Funabashi City!

NAME ENTRY

At the first node you encounter in the Plant, you can enter your name and some data about yourself. However, if you input a certain name, the rest of the info will be filled in automatically! Many of the *MGS2* staff names will work in this manner. Here are a few:

HIDEO KOJIMA	Planner, Producer, etc.
YOJI SHINKAWA	Character & Mechanical Designer
IKUYA NAKAMURA	Character 3D Design
MINESHI KIMURA	Mechanical Art Director
KUNIO TAKABE	Main Technical Programmer
KEN OGASAWARA	U.S. Localization Producer
RICK NAYLOR	U.S. Product Manager
JASON ENOS	U.S. Associate Product Manager
CHRIS KRAMER	U.S. Public Relations Director

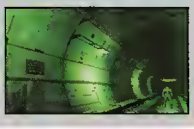
As you can see, if the date in the "birthday" field of this screen happens to be the same day that is set in the PS2's internal clock, a "Happy Birthday!" icon will appear on the screen.

• MISSION FAILED

No doubt you are already familiar with the "Mission Failed" screen that appears during the Plant episode. But did you know that this screen also displays a lot of statistics on your current game? Here is what the text on the left side of the screen really means. On the screen, the value of each parameter directly follows its name without a space.

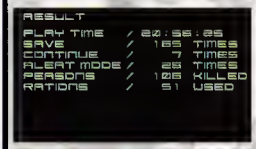
Parameter Name	Meaning
ARMSTREN GTH	Number of "pull-ups" done.
PRUD ENCE	Number of times you saved your game.
AMMOUS ED	Number of ammo used.
ALRTNUM	Number of times alert mode was triggered.
NUET	Number of enemy persons killed.
DMGA MMOUNT	Amount of damage suffered. Death by falling doesn't count. 100 = one life bar on Normal difficulty.
CAMPOSX	Camera coordinates at time of death.
CAMPO SY	Camera coordinates at time of death.
CAM POSZ	Camera coordinates at time of death.
AREAMO VE	Number of times you moved between areas, plus 129.
VANISHED POINT	Area designation (see below)

Every area in the game has a "Vanished Point" designation which is four characters long. The first is always a "W," followed by a two-digit integer, then followed by a lowercase letter. Though the numbers are arbitrary, adjacent areas have similar designations. For example, W11a is Strut A, Deep Sea Dock. These area designations are also marked on the Plant Episode Map. If you look carefully, you can sometimes find these same markings written on the walls of the corresponding areas!



METAL GEAR SOLID® 2
TIME ATTACK COMPETITION

Attention all gamers! Do you fancy yourself a *Metal Gear Solid 2* master? Well, here's your chance to settle the score with your fellow readers and win a bunch of awesome prizes at the same time!



Players will be ranked according to the "Play Time" value that appears in this "Result" screen after finishing the game. The objective here is to finish the game in the shortest amount of time possible!

HOW TO ENTER

First, play through the entire game (the Tanker-Plant scenario) on the "NORMAL" difficulty setting. When you finish the game, you'll be presented with the "Clear Code" screen. Carefully write this code down!

Before March 22, 2002 send the Clear Code, along with your NAME and ADDRESS to:

TIPS & TRICKS
METAL GEAR SOLID 2 TIME ATTACK COMPETITION
8484 Wilshire Blvd. Suite 350
Beverly Hills, CA 90211

RULES

- The use of all Special items, like Stealth is allowed, if you have obtained them already.
- Using any other device to help your gameplay is considered cheating. If you cheat, you will be disqualified. We are smart, so we can tell if you cheat.
- If you only play the Plant episode, or if you only play the Tanker episode, you will be disqualified. Make sure the text in the upper-left corner of your Clear Code screen says "Tanker-Plant."
- If you play on any other difficulty level besides NORMAL, you will be disqualified.
- In the unlikely event of a tie, the player with the lesser number of Persons Killed will get the higher rank.
- Keep your Clear Code secret and do not give it out to anyone. If we receive two identical Clear Codes, both entrants will be disqualified.
- This competition is only open to persons not affiliated with Konami or *Tips & Tricks*.
- Please write your Clear Code information legibly. If you type it, that's even better. If we cannot read your Clear Code or if it is invalid, you may be disqualified.
- Please write your NAME and ADDRESS legibly as well. If we cannot read this information, you run the risk of having your name misspelled if it appears in a future issue. Worse, you will also run the risk of possibly having your prize sent to the wrong address, if you are a prize winner.
- All entries must be postmarked by March 22, 2002. Entries will not be returned.

PRIZES

In addition to having your name published in *Tips & Tricks*, the top ten entrants will receive the following prizes!

1ST PLACE
- A rare clear collector's plaque that was distributed exclusively to press at the World Premiere of *MGS 2* on May 10, 2000
- A complete set of all six McFarlane *Metal Gear Solid 2* toys!
- *MGS 2* Poster illustrated by Yoji Shinkawa
- *MGS 2* T-Shirt

2ND PLACE
- A complete set of all six McFarlane Metal Gear Solid 2 toys!
- *MGS 2* Poster illustrated by Yoji Shinkawa
- *MGS 2* T-Shirt

3RD PLACE
- Three randomly-selected McFarlane *MGS 2* toys
- *MGS 2* Poster illustrated by Yoji Shinkawa
- *MGS 2* T-Shirt

4TH PLACE
- Two randomly-selected McFarlane *MGS 2* toys
- *MGS 2* Poster illustrated by Yoji Shinkawa
- *MGS 2* T-Shirt

5TH PLACE
- One randomly-selected McFarlane *MGS 2* toy
- *MGS 2* Poster illustrated by Yoji Shinkawa

6TH PLACE through 10TH PLACE
- *MGS 2* Poster illustrated by Clayton Crain and Todd McFarlane

RADICAL ENTERTAINMENT

MT. GARRICK, ONCE A PEACEFUL MOUNTAIN RETREAT, HAS BEEN MYSTERIOUSLY CLOSED BY THE IRON-FISTED **CHIEF O'LEARY**.

NAYA AND HER SNOWBOARDING COUNTERPARTS LEAD A RESISTANCE, LOOKING TO UNCOVER THE CONSPIRACY.

JOIN FORCES WITH **NAYA** IN THE FIRST EVER ACTION-ADVENTURE ON THE SLOPES. LOCATE **BOMB PARTS** AND LAUNCH **AVALANCHE CANNONS** TO ESCAPE THE SKI PATROL.

NAYA, AND HER SNOWBOARD COMPATRIOTS **JIB** AND **GRIND** EVERYTHING ON THE MOUNTAIN AS THE CHIEF'S ARMED THUGS CLOSE IN.

SHE HAS HER WORK CUT OUT FOR HER: 45 CHALLENGES AND MISSIONS MUST BE COMPLETED BEFORE THE MYSTERIES ATOP THE SUMMIT CAN BE UNLOCKED.

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Comic Mischief

Mild Language

PlayStation.2

XBOX

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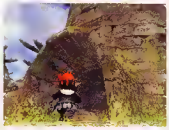
SELECT GAMES

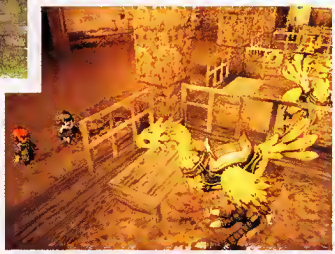
Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!

FINAL FANTASY XI: ONLINE

PS2

Square • Possible in 2002 • 1 Player





Sony plans to release the Broadband adapter for the PlayStation 2 sometime this Spring, allowing PS2 owners to enter the world of online play. One game that will make full use of it is Square's *Final Fantasy XI: Online*. It's quite possible that the adapter will come packaged with *Final Fantasy XI*, since the game can only be played online. The prospect of playing online with several other players is a drastic departure from the obsessive single-player experience that we've come to associate with the long-standing *Final Fantasy* series. Like many of the popular online role-playing games today—such as *EverQuest* for the PC and *Phantasy Star Online* for the Dreamcast—*Final Fantasy XI: Online* offers a persistent world populated with players from all around the world. Players can chat, exchange items and complete quests together as they develop their own online characters in a world called Vana'diel, a beautiful pastoral planet with plenty of wildlife. Players first create their character by choosing from a number of options including race and job classes. Square has revealed three different Vana'diel inhabitants so far: Hume, Elvyn and Taru Taru. The Hume are your basic humanoids and are the most balanced characters in the game. They mostly live and work in an industrial mining district called Bastook, where mythril metals are the single most important resource. The Elvyn are tall warriors with pointed ears; master swordsmen who guard a huge fortress in the Sandovia region. The Taru Taru look like baby Teddy bears, but their appearance often belies their age. They live in the capital city of Windas, an academic mecca for science and magic. The Taru Taru are a gentle breed, but their superior intellect makes them a force to be reckoned with. Players can create an adventuring party of up to six characters. An even bigger group can be created by combining three parties (18 players) to create an Alliance...which is an important strategy, since many of the monsters in *Final Fantasy XI* are virtually impossible to conquer alone. Further details on *Final Fantasy XI* are still forthcoming, but Square has already outlined the conditions required for PS2 owners to enjoy *Final Fantasy XI: Online*: You must have a high-speed connection, you must have a network adapter and you must join Square's PlayOnline website membership. A USB keyboard and mouse would be handy, but are not required. We'll keep you posted on this most exciting *Final Fantasy* adventure so far!

FINAL FANTASY XI ONLINE

BUFFY THE VAMPIRE SLAYER

EA • March • 1 Player

Buffy Summers brings her ponytail and vamp-kicking attitude to the Xbox in the video-game version of the hit TV show, *Buffy the Vampire Slayer*. It's a third-person action/adventure game where you take on the role of Buffy, a typical high school student by day and a deadly vampire hunter by night. The game will feature all of the familiar characters from the show and the actual voices of the actors who play them, including Angel, Xander, Willow, Cordelia, Spike, The Master, Giles and more! The story of the game comes straight from the the third and fourth seasons of the show when Buffy and the gang were still in high school. A portal between Hell and Earth has opened as demons pour into the living world, preparing for the arrival of The Master, a 600-year-old vampire who could ultimately destroy the world. As 17-year-old Buffy learns the harsh lessons of modern adolescence, she must also carry the responsibilities of being the "Chosen One," the legendary savior who will deliver humanity from its demonic fate. *Buffy the Vampire Slayer* will have plenty of hand-to-hand combat against hordes of demons, vampires and zombies. Some of the boss enemies include The Master, Druilla and Spike. Buffy will learn new combat moves called Slayer Powers as she progresses in her adventure. Some of the Slayer Powers include Martial Arts, Gymnastics, Super Speed, Super Strength, Super Jump, Quick Healing and Slayer Sense. Along with the intense beat-'em-up gameplay, there will be plenty of exploring and puzzle solving in the game. Fans of the TV show will enjoy all the detailed recreations of Buffy's regular haunts: Sunnydale High, the cemetery, The Bronze Nightclub and the library, where Giles will provide various mission details. Thanks to the immense power of the Xbox console, *Buffy the Vampire Slayer* will feature incredibly realistic motion-capture animation and stunning special effects such as morphing sequences of transforming creatures.

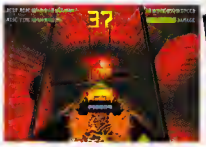
STAR WARS: RACER REVENGE

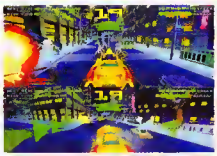
LucasArts • February • 1-2 Players

Sebulba was known throughout the galaxy as the fastest Podracer pilot in the universe, but after being humiliated by the little boy, Anakin, he was stripped of his long-held Galactic Podracing Champion title. Eight years has passed since the legendary upset victory and it's time for Sebulba to have his day of revenge at the famous Boonta Eve Classic. Little does Sebulba know that the little boy is now older, wiser and has a lot more command of the Force. *Star Wars: Racer Revenge* for the PlayStation 2 follows the popular *Star Wars: Episode I Racer* for the N64 with a ton of visual and gameplay improvements. One of the biggest complaints about *Star Wars: Episode I Racer* was the lack of challenge from computer opponents; players often found themselves cruising way ahead of the pack in first place. The computer opponents are much more aggressive in *Racer Revenge*, which makes the competition feel more like the chaotic Podrace scene in the movie. You'll blaze along at 600 miles per hour as opponents try to beat you by eliminating your pod entirely from the race. They will constantly slam into you and side-swipe you to inflict further damage onto your machine. The Podracer can be repaired during the heat of a race, but doing so will hinder your speed, so you have to choose these opportunities wisely. Navigating shortcuts while keeping your Pod intact is the key to victory. There are over 18 race circuits; most of them are on Tatooine, but a few new environments have been taken from the upcoming movie, *Star Wars Episode II: Attack of the Clones*. Players can choose from 16 different Podracers once they've all been unlocked by playing the Tournament mode. Each Podracer can be upgraded at Watto's shop with points acquired through the races. Since *Star Wars: Racer Revenge* is hitting stores a couple of months prior to the theater release of *Episode II*, *Star Wars* fans will be privy to a few early plot details if they play the game. This is just the first title in a long list of *Episode II*-based games scheduled to be released over the next couple of years.

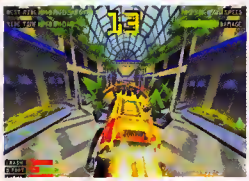
SMASHING DRIVE

Namco • 1st Quarter 2002 • 1-2 Players



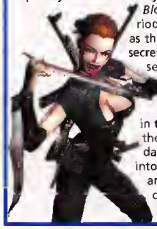


Namco's first GameCube release will be a conversion of its *Smashing Drive* arcade game. The game will remind a lot of people of *Crazy Taxi*, where your main objective is to deliver passengers to their destinations at breakneck speeds. *Smashing Drive* is a little more "sci-fi," with cabs that can climb walls, jump traffic and use power-ups like battering rams, turbo rockets and buzzsaws. Oncoming traffic, towering buildings and hectic road curves add to the confusion as you navigate the city streets. In *Smashing Drive* you're not only racing against time, but you're also being challenged by a computer-controlled rival cabbie. The only way to win is to risk taking dangerous shortcuts and blasting anything that gets in your way. There are four working shifts in the game: Early Bird, Rush Hour, Night Owl and Dusk and Wired. Different shifts feature different courses to test your cabbie instincts.The GameCube version of *Smashing Drive* offers a two-player Versus mode so you can go head-to-head against your friends. A special Race mode for each stage will also be unlocked when you clear the regular Arcade mode. *Smashing Drive* is nearly impossible to find in the arcades here in the U.S., but the GameCube version looks even better so you'll hardly be missing out!



BLOODRAYNE

Majesco • 4th Quarter 2002 • 1 Player

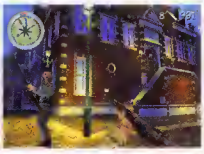


Here's an early look at an intriguing new action game being developed by Terminal Reality, the same folks who brought you *4 x 4 EVO*. *BloodRayne* takes place in the tumultuous period between World War I and World War II just as the Nazis started to gain power in Germany. A secret excavation site in South America has been set up by a pre-Nazi organization to unearth an ancient temple containing evil powers. Enter BloodRayne, a half-human/half-vampire government-trained female agent sent in to foil their plans. Far from being Buffy Summers, the merciless BloodRayne gets her strength and vitality from feeding off the blood of other creatures. Some of her superhuman strengths include incredible leaping skills, the ability to see in the dark and slow-time motion that enables her to dodge bullets *The Matrix*-style. If she consumes enough blood, she will go into an invincible state called Bloodlust where she can dole out twice the damage to her powerless foes. Using various blades and pre-WWII guns, BloodRayne must stop the infant Nazi regime and the ghouls that have been released through their occult research. In addition to the PlayStation 2, *BloodRayne* is also being developed for the Xbox and GameCube. There's more to come on this horror title, so stay tuned!

MEDAL OF HONOR: FRONTLINE

EA • March • 1-2 Players

The popular *Medal of Honor* series comes to the PlayStation 2 with *Medal of Honor: Frontline*. Lt. Jimmy Patterson returns to the battlefield as part of Operation Market Garden. His mission: to steal the HO-IX, an experimental aircraft being developed by the Nazis that could change the tide of the war if completed. Of course, that's easier said than done. Lt. Patterson must carry out 15 crucial assignments that include rescuing captured soldiers, destroying a German Naval base, stowing away on a Nazi train and disarming a bomb on the Nijmegen Bridge—which is, incidentally, a scene straight out of the classic WWII film, *A Bridge Too Far*. In addition to a full metal jacket of weapons—like the Liberator Pistol, Panzerschreck, MG42 mounted machine gun and B.A.R.—Lt. Patterson will have a small core of officers at his disposal. The officers can be issued commands to carry out various tasks to aid you in your missions. Other new features in *Medal of Honor: Frontline* continue to add to the realism that this series is known for. For example, if you kill the commander of a Nazi squad, the squad will go into disarray. There are several non-combative missions where Patterson must disguise himself as a foe and enter the heart of the enemy barracks. The game's events are all based on real incidents that occurred in World War II. History lessons were never this fun!



AIRBLADE

TIPS & TRICKS PICK!

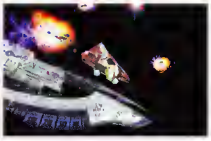
Namco • February • 1-8 Players

AirBlade may seem like just another skateboarding game in the immense glut of *Tony Hawk*-clones, but this Namco trick-buster is a great pick-up-and-play game for the PlayStation 2. In *AirBlade*, your character, Ethan, rides on an anti-gravity skateboard that can perform outrageous stunts. Unlike most skateboarding games, the anti-gravity skateboard doesn't have you stumbling all over the place, painting the sidewalk with your scabs. In fact, controlling the skater is a smooth ordeal and can be enjoyed by players of all skill levels. *AirBlade* is a story-driven game with plenty of mission-based goals in every stage. In the story, Ethan has stolen the AirBlade from GCP Laboratories, a secret corporation that uses its technology for very bad things. His friend, Oscar, however, has been kidnapped by the GCP, so Ethan must rescue his buddy (using the AirBlade, of course). The levels in *AirBlade* are alive with pedestrians, traffic and enemy troopers. Many of the level goals involve destroying things with the Airblade: running over guards, grinding on top of vehicles, smashing surveillance cameras and other insouciant behavior. Ethan can even swing off of poles and rafters to get more air. There are also several multiplayer options, including an 8-player Party mode utilizing the multi-tap for an all-out Blade bash. *AirBlade*'s arcade-like feel delivers instant gratification; check it out!

STAR WARS: JEDI STARFIGHTER

LucasArts • March • 1-2 Players

TIPS & TRICKS PICK!

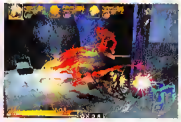


Unless you're a hardcore *Star Wars* fan digging deep for *Episode II* tidbits, you probably didn't know that the Jedi have their own special craft called the Jedi Starfighter. A sequel to the PlayStation 2 *Starfighter* game, *Star Wars: Jedi Starfighter* puts you behind the controls of the sleek and quick Jedi Starfighter craft which will be featured in the new film, *Star Wars Episode II: Attack of the Clones*. If you've played the Naboo crafts in *Star Wars: Starfighter*, you should already be familiar with the easy-to-use controls, since the game was developed by the same team. Several improvements have been made to *Jedi Starfighter* after the team listened to a lot of feedback from players of the previous title. The two-player mode has been greatly enhanced; in addition to the standard Vs. mode, both players can now work together to complete every mission in split-screen mode. The coolest feature of *Jedi Starfighter* is the ability to use Force powers in a flight-action game. Pilots can summon one of four Force powers if they're caught in a tight jam: Force Lightning, Force Shield, Force Shockwave and Force Reflex. For example, in one mission you must protect a Naboo town from being demolished by falling bombs from the sky. By using Force Reflex, you can slow down time and shoot down the bombs as they remain suspended in mid-air! The events in *Star Wars: Jedi Starfighter* occur just prior to the events in *Attack of the Clones*, with a couple of last missions overlapping with scenes from the movie. *Star Wars: Jedi Starfighter* is scheduled to hit the stores three weeks before the movie, so anxious *Star Wars* fans can get an early idea of how this Clone War business got started.

FOREVER KINGDOM

Agetec • Available Now • 1 Player

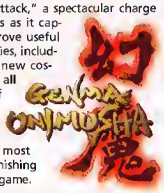
After the Eve of Disaster which resulted in mutants gobbling up every human in sight, effectively ending a bloody war with a sumptuous feast (depending on how you look at things), the fighting spirit was knocked out of the two warring nations of Solta and Morea. *Forever Kingdom* (the follow-up to *Evergrace*) takes up the tale of three Solta citizens a year later, including two young swordsmen and a mysteriously amnesiac girl they discovered immediately after the disaster. The gameplay is a combination of action and role-playing; enemies pop up randomly on the world map, but you fight them immediately without ever needing to segue into a structured arena. A technique called a "Palmira Attack" lets characters string together massive combination attacks. This requires precise timing on the part of the player; those who master this technique will be able to launch consecutive attacks indefinitely. Although characters do not "level up" in traditional RPG fashion, they can upgrade their weapons and armor to be more effective and...stylish? A unique aspect of *Forever Kingdom* is that the shop owners are foppish sorts who insist that you coordinate your weapons and armor with meticulous care—and will dismiss your current wardrobe with the haughty ire of Joan Collins on Oscar night. Even so, *Forever Kingdom* still possesses the same mystery and intrigue you'd expect from an old-school RPG, complete with a complex storyline and the gradual discovery of a shared destiny.



GENMA ONIMUSHA

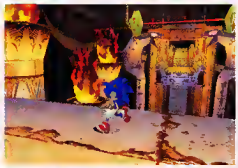
Capcom • February • 1 Player

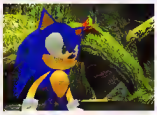
Genma Onimusha is an upgraded version of the original game which was released on the PlayStation 2 last year. *Onimusha* was hailed by critics for its award-winning cinematics, with an opening battle scene reminiscent of the scope and beauty of an Akira Kurosawa film. Now the tale of the samurai hero Samanosuke (otherwise known as Takeshi Kaneshiro, a popular Japanese actor who the character was modeled after) is being released on the Xbox. In the game's enhanced battle system, Samanosuke and his enemies engage in "Soul Rope-Pulling," forcing the hero to struggle with demonic warriors also intent on capturing the souls released during battle (a dimension not present in the original). As these enemies successfully steal souls away from the hero, they will become exponentially more powerful, though they will also drop an increased number of souls when they are struck down. Samanosuke himself has a new move called a "Burst Attack," a spectacular charge attack that will devastate his undead foes as it captures their souls. This technique should prove useful as he battles some never-before-seen enemies, including a demonic porcelain doll. There are new costumes, areas and cinematic scenes as well, all of them adding to the visual splendor of the darkly ethereal landscape of the game. Although *Genma Onimusha* is not a true sequel to the original, Xbox owners should jump at the chance to play what most PlayStation 2 owners yearned for after finishing the first *Onimusha*: a longer version of the game.



SONIC ADVENTURE 2: BATTLE

Sega • February • 1-4 Players





Sonic finally makes it to the GameCube! Although much of the game will be exactly the same as the Dreamcast version, the GameCube version will have a lot more multiplayer options—hence the name *Sonic Adventure 2: Battle*. The multiplayer games will have several different races and a ton of mini-games to choose from. Additional characters who don't appear in the Dreamcast game will also be selectable in the multiplayer modes, like Chaos and even Mecha Sonic! Another option that the Dreamcast version lacked is the ability to transfer Chao information from the GameCube to *Sonic Advance* on the Game Boy Advance. Using a special cable that links the GBA to the GameCube, players can store their Chaos and continue to raise them on the GBA. The GameCube version outshines the Dreamcast version in many ways, but what makes this game important is the historical significance of Sonic appearing on a Nintendo machine!

NEED FOR SPEED: HOT PURSUIT 2

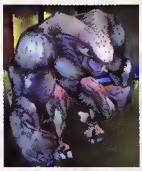
EA • 2nd Quarter • 1-2 Players

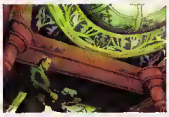
Need For Speed: Hot Pursuit 2 is the follow-up to *Need For Speed III: Hot Pursuit*, which was released for the original PlayStation. The new game brings back the intense car-chase action that made *Hot Pursuit* stand out as the most popular game of the long-running *Need For Speed* series. Race over 20 different licensed sports cars like Ferrari, Porsche, Lamborghini and more. Run from the screaming sirens as you plow through 12 courses, each with its own extreme weather conditions. The cops in *Hot Pursuit 2* will have individual personalities and driving styles, so you'll begin to get familiar with the local law enforcement. *Need For Speed: Hot Pursuit 2* is scheduled to be released sometime this Spring.

RUN LIKE HELL

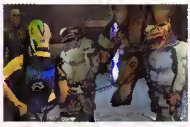
UPDATE!

Interplay • March • 1 Player





Some of us think of David Gilmour's groovy picking sound on a Fender Stratocaster through a delay pedal on Pink Floyd's *The Wall* when they hear the words "run like hell," but we think of Interplay's upcoming alien action thriller on the PlayStation 2! Here are a few new pictures of *Run Like Hell* as we get closer to the game's release. This horror game features the voice of actor Lance Hendrickson, and anything featuring Hendrickson's grainy voice is cool with us (OK, maybe *Stone Cold* was a little bit of a stretch). In *Run Like Hell* it's just you against the aliens—those are pretty good odds!



Select Games

THE KING OF FIGHTERS EX: NEO-BLOOD

GAME BOY ADVANCE

Sammy • 1st Quarter • 1 Player

The rowdy bunch from the *King of Fighters* series squeezes into the Game Boy Advance for a little handheld combat! *The King of Fighters EX Neo-Blood* for the Game Boy Advance is an original game for the GBA and not a mere port of one of the *KOF* games for the Neo•Geo. All the *KOF* favorites are here: Andy, Terry, Mai, King, Choi, Leona and more! The game will support the link cable for head-to-head action. There is a special *The King of Fighters EX Neo-Blood* package in Japan that comes with a limited-edition black KOF Game Boy Advance. Unfortunately, we're only going to get the game here in the U.S. You can always spray-paint your GBA...

SHANTAE

GAME BOY COLOR

TIPS & TRICKS PICK!

Capcom • February • 1 Player

The Game Boy Color still has a huge and ever-expanding library of quality titles for your portable pleasure, with *Shantae*, a side-scrolling adventure game from Capcom, the newest addition to the list. Developer Wayforward Technologies has given Shantae and her many enemies the smooth, beautifully detailed character animation that the company demonstrated in GBC games like *XTreme Sports* and *Sabrina: The Animated Series—Spooked*. Shantae uses her whip-like hair, magic and basic ingenuity to maneuver through hostile enemies, traps and varied landscapes during her battle against the sexy but hostile (female) pirate Rusty Boots. She also excels in the art of bellydancing, a skill she can use in various dance halls to earn money. It's also a useful battle tool, since some of her dances help her transform into different types of animals! Inside the dance halls, Shantae must practice her dance moves to master more complex techniques, matching rhythms with arrows and buttons that scroll past with a rapidity reminiscent of a *beatmania* title. In addition, playing *Shantae* on the Game Boy Advance will reveal enhancements including a secret area.

THE HOUSE OF THE DEAD PINBALL

GAME BOY ADVANCE

THQ • Passible in 2002 • 1 Player

Just when you thought that *The Typing of the Dead* was silly enough, Sega announces *The House of the Dead Pinball* for the Game Boy Advance. Inspired by the arcade gun-shooting game, *The House of the Dead Pinball* transforms the eerie zombie-ridden world into a table-top pinball game. From what we've seen, the game is very reminiscent of *Devil's Crush* for the Turbo-Grafx-16 system (also known as *Dragon's Fury* on the Sega Genesis). There will be some unique gameplay elements where you get to save hapless citizens from zombies with a pinball. The game is still in early development and will be published by THQ.

PUYO POP

GAME BOY ADVANCE

THQ • Available Now • 1-4 Players

Fans of *Puyo Puyo* can rejoice with the arrival of *Puyo Pop* for the Game Boy Advance. The game allows you to challenge the computer or link up to four players for an all-out showdown! If you're wondering why these Sega games have the THQ logo on them, you should know that THQ and Sega just signed a deal where THQ will publish all of Sega's GBA games through the year 2003. *Sonic Advance*, *Columns Crown* and *Puyo Pop* are the first games to be released under this new deal. Sega is just everywhere these days!

GAME TRACK!

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

PLAYSTATION
FEBRUARY
Dodge Ball (Agetec)
Free Wheelin' USA (Ubi Soft)
Largo Witch (Ubi Soft)
Peter Pan: Return to Never Never Land (Sony)
MARCH
Bear in the Big Blue House (Ubi Soft)
Dexter's Laboratory: Mandark (BAMI)

PLAYSTATION 2
FEBRUARY
Barbarian (Titus)
Caesar's Palace (Rockstar)
Commandos 2 (Eidos)
ESPN NBA 2Night 2002 (Konami)
Evil Twin (Ubi Soft)
Forever Kingdom (Agetec)
Herdy Gerdy (Eidos)
Hidden Invasion (Conspiracy)
Jekyll & Hyde (Dreamcatcher)
Maximo (Capcom)
Medal of Honor: Frontline (EA)
Mega Race 3 (Dreamcatcher)
Mobile Suit Gundam: Zeonic Front (Bandai)
Monsters, Inc. (Sony)
No One Lives Forever (Sierra)
Pac-Man World 2 (Namco)
Pirates of Skull Cove (EA)
Run Like Hell (Interplay)
SOCOM: Navy Seals (Sony)
Star Trek: Shattered Universe (Interplay)
Star Wars: Racer Revenge (LucasArts)
Stuntman (Infogrames)
Top Angler (Infogrames)
Trophy Bass 2 (Sierra)
Virtua Fighter 4 (Sega)
Woody Woodpecker (Dreamcatcher)
World Tour Soccer 2002 (Sony)
Worms Blast (Ubi Soft)
Zorro (Dreamcatcher)
MARCH
Air Ranger (BAMI)
All-Star Baseball 2003 (Acclaim)
Army Men: RTS (3DO)
Blood Omen 2 (Eidos)
Britney's Dance Beat (THQ)
Conflict Zone (Ubi Soft)
Duke Nukem (Rockstar)
Eve of Extinction (Eidos)
E.T.: Return to the Green Planet (New Kid Co.)
Freestyle (EA)
H2Overdrive (Crave)
Hot Shots Golf 3 (Sony)
Jimmy Neutron: Boy Genius (THQ)
Jurassic Park III: Survival (Universal)
Kelly Slater's Pro Surfer (Activision)
King's Field IV (Agetec)
Knockout Kings 2002 (EASports)
The Lost (Crave)
Mat Hoffman's Pro BMX (Activision)
Medal of Honor: Frontline (EA)
MegaRace 3 (Dreamcatcher)
MLB 2003 (Sony)
Monster Jam Maximum Destruction (Ubi Soft)
MTV Fullburn (Take 2)
Need for Speed: Hot Pursuit 2 (EA)
Powerpuff Girls (BAMI)
Prisoner of War (Codemasters)
Pryzm: The Dark Unicorn (TDK)
Rally Simulation (Ubi Soft)
Rayman M (Ubi Soft)
Shifters (3DO)
The Simpsons Skateboarding (EA)
Sled Storm 2 (EA)
Star Wars: Jedi Starfighter (LucasArts)
Stuntman (Infogrames)
Tekken 4 (Namco)
Tiger Woods PGA Tour 2002 (EA Sports)
Tom & Jerry: Big Brawl (New Kid Co.)
TransWorld Surf (Infogrames)
Triple Play 2003 (EA Sports)
UFC: Throwdown (Crave)
The Weakest Link (Activision)
World of Outlaws: Sprint Cars (Infogrames)
APRIL
Aliens: Colonel Marines (EA)
Barbarian (Titus)
NBA ShootOut 2002 (Sony)
NHL FaceOff 2002 (Sony)
SOCOM: U.S. Navy Seal (Sony)
MAY
Armada 2 (Metro 3D)
Final Fantasy XI (Square/EA)
Spider-Man: The Movie (Activision)
Test Drive (Infogrames)
JUNE
Downforce (Titus)
Legion: The Legend of Excalibur (Midway)
POSSIBLE IN 2002
Armored Core 3 (Agetec)
Blade 2 (Activision)
BloodRayne (Majesco)
Dead to Rights (Namco)
Defender (Midway)
Dr. Muto (Midway)
Gravity Games Bike: Street, Vert, Dirt (Midway)
Kengo: Master of the Bushido 2 (Crave)
Kingdom Hearts (Square/EA)
The Matrix (Interplay)
Mortal Kombat 5 (Midway)
NBA Ballers (Midway)
Onimusha 2 (Capcom)
Red Card Soccer (Midway)
Space Channel 5: Part 2 (Sega)
The Thing (Universal)
TimeSplitters 2 (Eidos)
V'Room (Interplay)
WipeOut Fusion (Sony)

XBOX
FEBRUARY
Ballistic (Infogrames)
Circus Maximus (Encore)
The Elder Scrolls III: Morrowind (Bethesda)
Gun Valkyrie (Sega)
Jet Set Radio Future (Sega)
Maximum Chase (Microsoft)
Medal of Honor: Allied Assault (EA)
New Legends (THQ)
Smashing Drive (Namco)
Tetris Worlds (THQ)
TransWorld Snow (Infogrames)
Wreckless (Activision)
WWF Raw (THQ)
MARCH
All-Star Baseball 2003 (Acclaim)
Blood Omen 2 (Eidos)
Buffy the Vampire Slayer (Fox)
ESPN MLS Extra Time (Konami)
ESPN Winter X Games Snocross (Konami)
Gun Valkyrie (Sega)
Hitman 2 (Eidos)
The House of the Dead 3 (Sega)
Hunter: The Reckoning (Interplay)
Knockout Kings 2002 (EASports)
Loons: The Fight for Fame (Infogrames)
NBA 2K2 (Sega)
Race Nation (Eidos)
Rayman M (Ubi Soft)
Sega GT 2002 (Sega)
Shayde: Monsters vs. Humans (Meto 3D)
Spy Hunter (Midway)
Test Drive (Infogrames)
Tony Hawk's Pro Skater 3 (Activision)
Tom Clancy's Ghost Recon (Ubi Soft)
Triple Play 2003 (EA Sports)
Unreal Championship (Infogrames)
POSSIBLE IN 2002
Armada 2 (Metro 3D)
Back Pedal (THQ)
BloodRayne (Majesco)
Commandos 2 (Eidos)
Defender (Midway)
Dr. Muto (Midway)
Enclave (Conspiracy)
Freaky Flyers (Midway)
Gravity Games Bike: Street, Vert, Dirt (Midway)
Jackie Chan Adventures (Encore)
Legion: The Legend of Excalibur (Midway)
Malice (Argonaut)
Mat Hoffman's Pro BMX (Activision)
The Matrix (Interplay)
Mike Tyson Boxing (Codemasters)
Mortal Kombat 5 (Midway)
Pro Race Driver (Codemasters)
Red Card Soccer (Midway)
Shenmue II (Sega)
Spider-Man: The Movie (Activision)
The Thing (Universal)
Timesplitters 2 (Eidos)
Wave Rally (Eidos)

GAMECUBE
FEBRUARY
All-Star Baseball 2003 (Acclaim)
Dark Summit (THQ)
Eternal Darkness (Nintendo)
Jeremy McGrath Supercross World (Acclaim)
Phantasy Star Online 2 (Sega)
Sonic Adventure 2: Battle (Sega)
Smashing Drive (Namco)
MARCH
Back Pedal (THQ)
Batman: Dark Tomorrow (Kemco)
Bloody Roar: Primal Fury (Activision)
Galleon: Island of Mystery (EA)
James Bond 007 in Agent Under Fire (EA)
Legends of Wrestling (Acclaim)
MX 2003 featuring Ricky Carmichael (THQ)
NBA Street (EA)
Pac-Man World 2 (Namco)
Spy Hunter (Midway)
Star Fox Adventures: Dinosaur Planet (Nintendo)
Tetris Worlds (THQ)
Virtua Striker 3 (Sega)
WWF Wrestlemania 2002 (THQ)
APRIL
BMX Extreme (THQ)
Jimmy Neutron Boy Genius (THQ)
NBA 2K2 (Sega)
POSSIBLE IN 2002
Animal Forest (Nintendo)
BloodRayne (Majesco)
Defender (Midway)
Disney's Mickey Mouse (Nintendo)
Donkey Kong Racing (Nintendo)
Doshin the Giant (Nintendo)
Dr. Muto (Midway)
Freaky Flyers (Midway)
Gravity Games Bike: Street, Vert, Dirt (Midway)
Kameo: Elements of Power (Nintendo)
The Legend of Zelda (Nintendo)
Mario Sunshine (Nintendo)
Metroid Prime (Nintendo)
MLB Slugfest (Midway)
Mortal Kombat 5 (Midway)
NBA Ballers (Midway)
Red Card Soccer (Midway)
Resident Evil (Nintendo)
Rune (Agetec)
Spider-Man: The Movie (Activision)
Soul Calibur 2 (Namco)
Turok: Revolution (Acclaim)

GAME BOY COLOR
FEBRUARY
3D Pool All Stars (Titus)
Fish Files (Titus)
The New Addams Family (Titus)
Hercules: The Legendary Journeys (Titus)
Robocop (Titus)
Yu-Gi-Oh! Dark Duel (Konami)
MARCH
Bear in the Big Blue House (Ubi Soft)
E.T.: Cosmic Garden (New Kid Co.)
E.T.: Digital Planner (New Kid Co.)

GAME BOY ADVANCE
FEBRUARY
Aerial Aces (Majesco)
An American Tail: Fievel's Gold Rush (Conspiracy)
Barbarian (Titus)
Casper (Titus)
Columns Crown (THQ)
Decathlon Advance (Infogrames)
Duke Nukem (Take 2)
ESPN International Winter Sports 2K2 (Konami)
Jonny Moseley Mad Trix (3DO)
The Land Before Time (Conspiracy)
NBA JAM 2002 (Acclaim)
Monster Jam Maximum Destruction (Ubi Soft)
Moto GP (THQ)
Pocky & Rocky (Crave)
Power Pro Tennis (Konami)
Robocop (Titus)
Snowboard (Titus)
Sonic the Hedgehog Advance (THQ)
Super Mario Advance 2 (Nintendo)
Top Gun (Titus)
Worms Blast (Ubi Soft)
Zone of the Enders: 2173 Testament (Konami)
MARCH
Atari Anniversary Advance (Infogrames)
Britney's Dance Beat (THQ)
Broken Sword: Shadow of the Templars (BAMI)
CUBE (Ubi Soft)
Crash Bandicoot: The Big Adventure (Universal)
Disney's Jungle Book (Ubi Soft)
Disney's Tarzan (Ubi Soft)
Dragon Ball Z: Legacy of Goku (Infogrames)
Eggo Mania (Kemco)
Grand Theft Auto III (Destination Software)
The House of the Dead Pinball (Sega)
King of Fighters EX-NeoBlood (Sammy)
Major League Baseball (THQ)
Motocross Madness Advance (Konami)
No Rules (TDK)
Planet of the Apes (Ubi Soft)
Rainbow Six: Rogue Spear (Ubi Soft)
Ripping Friends (THQ)
Smash Pack (THQ)
Smuggler's Run (Destination Software)
Space Invaders (Activision)
Street Fighter Alpha 3 (Capcom)
Tony Hawk's Pro Skater 3 (Activision)

* Publishers, please contact us with updates and/or corrections.

4X4 EVOLUTION

Secret Codes

Enter any of the following codes at the title screen. A special message will appear after entering each code correctly.

Unlock all cheat trucks—**L1, L2, R1, R2, L1, R1**

Start with $1,000,000—**L2, □, R1, O, R1, L1, O, L2, □, R2, □, R1**

Slow-mo mode—**L1, L2, R1, R2, □, O**

Warp speed mode—**L1, L2, R1, R2, □, □**

ARCTIC THUNDER

Secret Codes

Enter any of the following codes at the Mode Select screen. A special message will appear after entering a correct code.

Rooster power-ups—**R1, R2, L2, L1, □, START**

Snowball power-ups—**□, □, □, L1, O, START**

Boost power-ups—**O, R1, R1, O, R2, START**

Grappling Hook power-ups—**O, O, L2, O, O, L1, START**

Random power-ups—**R1, R2, □, O, R1, R2, START**

Snow Bomb power-ups—**O, O, R1, R2, START**

No power-ups—**□, □, O, □, R2, □, START**

Super boost—**O, L1, □, R2, □, L2, START**

Opponent catch-up off—**O, □, O, O, □, START**

All invisible—**□, O, □, R2, O, O, START**

No drones—**□, □, O, O, L1, R1, START**

ARMORED CORE 2

Limiter Release

At any time during gameplay, hold **R2** + **L2** and press **R3** (push the right analog stick into the controller). For the next 40 seconds, your Energy Gauge will not deplete no matter how much you use. However, after the period expires, you'll have no energy at all for another 50 seconds. You may repeat this as many times as you like.

ARMY MEN: AIR ATTACK 2

Mission Select

At the main menu, select "Continue Game" then select "Password." Next, enter **Up, X, O, Up, Left, □, O, X** as your password. You can now select any of the 20 missions in the game.

ARMY MEN: SARGE'S HEROES 2

Secret Codes

Enter any of the following codes at the "Input Code" screen under the "Levels" menu. You'll see a special text message after entering a correct code.

F R E E P L A Y—Unlock all levels

N O D I E—Invincibility

N O S E E U M—Invisibility

G I M M E—All weapons

S H O R T Y—Tiny player

I M H U G E—Giant player

T H D O T E S T—Debug info

ATV OFFROAD FURY

Secret Codes

At the main menu, select "Pro-Career," then select any empty slot at the following screen. Next, enter any of the following codes as your name. If you entered a correct code, you'll automatically return to the main menu.

C H A C H I N G—Unlock all ATVs

W H A T E X I T—Unlock all tracks

A L L O U T A I—More aggressive opponents

CART FURY CHAMPIONSHIP RACING

Cheat Codes

Enter any of the following codes at the "Cheats" screen under the Options menu. If the name of the code appears with the word "disabled" next to it, highlight that cheat and press **Right** to enable it:

Unlock All Cars—**△, X, △, □, L2, △**

Unlock All Tracks—**R1, △, X, X, R2, L1**

Unlock All Movies—**L1, O, R2, X, L2, △**

Death Wall—**X, □, R2, △, R1, R2**

Death Cars—**L2, □, L1, R2, R2, X**

Player Death Car—**L1, □, R1, R2, L2, L1**

Jump—**L1, L2, L1, R2, X, X**

Unlimited Time—**□, L1, R2, O, △, R1**

Big Heads—**△, □, □, L2, L1, R2**

Night Drive—**X, O, △, L2, R2, L1**

Low Gravity—**R2, R1, □, □, L1, L1**

Rocket Wheels—**L1, R2, △, □, □, △**

Thick Fog—**R2, R1, X, □, □, O**

Infinite Turbo—**X, X, □, □, L2, L2**

Infinite Continues—**L1, L2, L1, □, △, O**

CRAZY TAXI

Secret Bicycle

To drive a secret bicycle instead of a cab in Arcade or Original mode, carefully enter the following code at the character-select screen:

Hold **L1**, hold **R1**, release **L1**, release **R1**
Hold **R1**, hold **L1**, release **R1**, release **L1**

When you lock in your character with the **X** button, you'll hear a bicycle bell to confirm that the code has been entered correctly. You can also enter the code with the **L2** and **R2** buttons if you wish.

Another Day

Use the following code at the character-select screen in Arcade or Original mode. When the character you want to choose is on the screen, press and release **R1** once, then hold down **R1** and press **X**. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

No Arrows

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **R1** and press **START**. Continue to hold both buttons until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow at the top of the screen will not appear.

No Destination Mark

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **L1** and press **START**. Continue to hold both buttons until the words "no destination mark" appear in the lower left corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level, so you won't be able to see it from a distance like you usually can.

Expert Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **L1** + **R1** and press **START**. Continue to hold all three buttons until the word "EXPERT" appears in the lower left corner of the screen. This trick combines the effects of the "No Arrows" and "No Destination Mark" codes.

Speedometer

You need a second controller plugged into Port 2 to enter the remaining codes. At any time during a game, hold **R1** and press **□** five times using Controller 2. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To toggle the speedometer off, just hold **R1** and press **□** on Controller 2 again.

Alternate Camera Angles

Use the following button combinations on Controller 2 to change the camera angle at any time during the game:

- Hold **R1** and press **△** on Controller 2 to switch to a camera that follows you from a fixed location and moves to various fixed locations as you drive around.
- Hold **R1** and press **O** on Controller 2 to toggle between two additional camera angles. One is a first-person view through the windshield of your cab and the other is a close-up view of your passenger's face.
- Hold **R1** and press **X** on Controller 2 to return to the default view.

DAVE MIRRA FREESTYLE BMX 2

Cheat Codes

The following codes can be entered at the main menu:

- Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—**Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, □**
- Unlock all movies—**Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, □**
- Unlock secret pieces in Park Editor—**Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, □**
- Unlock all Park Editor themes—**Up, Left, Down, Right, Down, Up, Down, Right, Left, Left, □**

DEAD OR ALIVE: HARDCORE

Infinite Score & Items in Survival Mode

First, start a new game in Survival Mode. When your opponent appears, press the blue **Eject** button on the PlayStation 2 and fight as you normally would. When you defeat the opponent, the time limit will reset to and stay frozen at 40 seconds. Your opponent will lie on the ground, and the next one won't appear! You can continue to attack the fallen opponent by pressing **Up** + **A** + **B**. Each time you do this, an item will appear. You can continue obtaining items and points indefinitely. When you're ready to move on to the next opponent, just press the **Eject** button again. You can repeat this process for every single opponent. If you die, the screen will fade to white. It will stay in that state until you press **Eject** again. This trick won't work if you defeat an opponent while "Danger Reach" is in effect.

DYNASTY WARRIORS 2

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Once unlocked, the BGM Test will appear under the "Sound" item at the "Options" menu. "Opening Edit" will appear within the "Options" menu.

Unlock Wu Kingdom characters—**□, □, R2, R2, R1, R1, □, □**

Unlock Shu Kingdom characters—**□, □, R1, R1, □, □, R2, R2**

Unlock all characters—**□, R1, □, R2, □, R2, □, R1**

Select either side in Free Mode—Hold down **△** and press **R1, L1, L2, R2, R1, L1, L2, R2**

Unlock all stages in Free Mode—Hold down **□** and press **L1, R1, R2, L2, L1, R1, R2, L2**

Unlock BGM Test—**L1, L1, L1, R1, R1, R1, L2, R2**

Unlock Opening Edit—**R2, R2, R2, L2, L2, L2, R1, L1**

Unlock Wei Kingdom characters—**□, □, □, □, R2, R2, R1, R1**

DYNASTY WARRIORS 3

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering each code correctly.

R1, R2, L2, L1, □, L1, L2, R2, R1, △—Unlock all Free Mode stages

△, L1, △, R1, △, □, L2, □, R2, □—Unlock all movies in Movie Gallery

R1, □, R1, △, R1, L1, □, L1, △, L1—Unlock "Opening" item in Options

L1, L1, R1, R1, L2, L2, R2, R2, □, △—Unlock all Sound Test BGMs

L1, □, △, R2, L1, L2, L2, R1, □, L1—Unlock all Shu characters

△, △, L1, □, R1, R2, L1, L2, L2, L2—Unlock all Wu characters

L2, L1, □, △, L1, L2, R1, R2, L1, L2—Unlock all Wei characters

R2, R2, R2, L1, △, L2, L2, L2, R1, □—Unlock all characters

ESPN X GAMES SKATEBOARDING

Unlock All Stages

At the title screen, press **Up, Up, Up, Down, Down, Down, Down, Up, Down, Up, Down, Up, Down, L1, R1**. You'll hear a special sound effect after entering it correctly.

EXTREME G III

Secret Cheats

At the "Game Modes" screen, enter any of the codes below. A special message will appear after entering a code correctly.

Win next race—**L1 + R1 + L2 + R2, L2 + R2, R1 + R2, L1 + R1 + L2 + R2**

Infinite ammo—**L2, R2, L1, R1, L2 + R2, L1 + R1**

Infinite shield—**L1 + R1, L2 + R2, L1 + L2, R1 + R2**

Unlock all tracks—**L1, L1, L2, L2, R2, R2, R1, R1, L1 + R1 + L2 + R2**

Start with 500,000 credits—**L1, L1, L1, L1, L1, L2, L2, L2, L2, L2, R1, R1, R1, R1, R1, R2, R2, R2, R2, R2, L1 + R1 + L2 + R2**

Double prize money—**L1, L2, R2, R1, R1, R2, L2, L1**

GAUNTLET: DARK LEGACY

Secret Codes

Enter any of the following codes as your character's name when you begin a new game. All effects are permanent.

I N V U L N—Invulnerability

0 0 0 0 0 0—Invisibility

S S H O T S—Super shots

M E N A G E—3-Way shots

R E F L E X—Reflecting shots

P E E K I N—X-ray vision

P U R P L E—Full Turbo

D E L T A 1—Giant player, tiny enemies

A L L F U L—Start with 9 Potions, 9 Keys

1 0 0 0 0 K—Start with 10,000 Gold

E G G 9 1 1—Play as Pojo the chicken

I C E 6 0 0—Play as a big fat Dwarf

N U D 0 6 9—Play as a Dwarf

S T X 2 2 2—Play as a stick figure with a smiley-face

K J H 1 0 5—Play as a stick figure with a baseball cap

P N K 6 6 6—Play as a stick figure with a mohawk

B A T 9 0 0—Play as a centurion

T A K 1 1 8—Play as a ninja

S T G 3 3 3—Play as a bald guy

K A O 2 9 2—Play as a waitress

C S S 2 2 2—Play as a guy with casual clothes and a baseball bat

A R V 9 8 4—Play as a guy with casual clothes and a mace

D I B 6 2 6—Play as a guy with casual clothes and a head on a staff

R I Z 7 2 1—Play as a quarterback

S J B 9 6 4—Play as a martial artist with two scythes

D A R T H C—Play as a bald guy with black cape

T W N 3 0 0—Play as a blue and orange Valkyrie with a bloody scythe
A Y A S S 5—Play as a Japanese school-girl
C E L 7 2 1—Play as a cheerleader
C A S 4 0 0—Play as a special Warrior
M T N 2 0 0—Play as a General
R A T 3 3 3—Play as a Warrior rat
G A R M 9 9—Play as a bald Wizard
G A R M 0 0—Play as a Wizard with a dark cloak
D E S 7 0 0—Play as a Wizard in desert garb
S K Y 1 0 0—Play as a green alien
S U M 2 2 4—Play as Sumner

GRADIUS III AND IV

All Power-Ups
At any time during gameplay, press **START** to pause the game, then enter any of the codes below. Each one will take effect immediately after pressing **START** again to unpause. Remember, these codes will only work if the "Game Level" setting in Option Mode is set to 3 or lower. Even then, you may only use either code a number of times equal to 1 + the number of stages you've cleared in your current game.
All Power-ups plus Laser—Press **Up, Up, Down, Down, Left, Right, Left, Right,** X, O
All Power-ups plus Double—Press **Up, Up, Down, Down, Left, Right, Left, Right,** □, △

GRAND THEFT AUTO III

Secret Codes
Enter any of the following codes during gameplay. You'll hear a special sound effect after correctly entering each one.
100 Health—**R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up**
100 Armor—**R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up**
All Weapons—**R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up**
$250,000—**R2, R2, L1, L1, Left, Down, Right, Up, Left, Down, Right, Up**
Lower Wanted Level—**R2, R2, L1, R2, Up, Down, Up, Down, Up, Down**
Raise Wanted Level—**R2, R2, L1, R2, Left, Right, Left, Right, Left, Right**
All Cars Explode—**L2, R2, L1, L1, L2, R2,** △, □, O, △, **L2, L1**
Better Steering—**R1, L1, R2, L1, Left, R1, R1,** △
Tank—O, O, O, O, O, O, **R1, L2, L1,** △, O, △
Fog—**L1, L2, R1, R2, R2, R1, L2,** X
Rain—**L1, L2, R1, R2, R2, R1, L2,** O
Cloudy sky—**L1, L2, R1, R2, R2, R1, L2,** □
Clear sky—**L1, L2, R1, R2, R2, R1, L2,** △
Speed up time—O, O, O, □, □, □, □, **L1,** △, O, △
Alternate costume—**Right, Down, Left, Up, L1, L2, Up, Left, Down, Right**
Pedestrians riot—**Down, Up, Left, Up,** X, **R1, R2, L2, L1**
Pedestrians riot more—**R2, R1,** △, X, **L2, L1, Up, Down**

GUILTY GEAR X

Unlock Dizzy & Testament
At the title screen, when the words "Press Start" appear, press **Down, Right, Right, Up, START.** You'll hear a special sound effect after entering the code correctly.

KNOCKOUT KINGS 2001

Secret Codes
Select the Career mode and enter any of the following cheat codes as your boxer's name to unlock secret characters:
M E C C A—Unlock Ashy Knucks
M R B A R R Y—Unlock Barry Sanders
J G I A M B I—Unlock Jason Giambi
J R S E A U—Unlock Junior Seau
O W N O L A N—Unlock Owen Nolan
S T E V E F—Unlock Steve Francis
Z I T O—Unlock Chuck Zito
J B O T T I—Unlock John Botti
D E M A R T—Unlock David De Martini
B A I L E Y—Unlock Joe Mesi
A U S T I N—Unlock Ray Austin
H A T C H E R—Unlock Charles Hatcher
B O S T I C E—Unlock David Bostice
O S U N A—Unlock Bernando Osuna
N E L S O N—Unlock Trevor Nelson

LE MANS 24 HOURS

Secret Codes
At the main menu, select "Championship," then proceed through the prompts until you reach the "Name Entry" screen. Next, enter any of the codes below as your name. You'll hear a special sound effect after entering a correct code.
N U M B A T—Unlock all Championships
S P E E D Y—Unlock all tracks
A C O—Unlock all cars

MDK 2: ARMAGEDDON

Alternate Camera View
At any time during gameplay, press **START** to pause, then hold **L2** + **R2** and press O, X, O, X. When you press **START** again to return to the game, the camera will change position.

MIDNIGHT CLUB

Unlock Smuggler's Run Buggy
First, you must start the game with a memory card containing a save file from *Smuggler's Run*. Next, at the "Vehicle Select" screen, the *Smuggler's Run* Baja Buggy will appear in the menu of cars to the left of the Taxi Cabs!

MX RIDER

Unlock All Tracks
At the main menu, select "Championship," then select an empty file. Next, continue through the setup screens until you reach the Entry Form. Enter "IRATA" as your name and select "Done." At the following screen, press △ repeatedly to return to the main menu, then check out the track selection screen to find everything unlocked.

NASCAR HEAT 2002

"Hardcore" Realism
At the main menu, press **Up, Down, Left, Right, R1, Up, Down.** You'll hear a special sound effect if you entered it correctly. Now enter **Championship** mode; a new option called "Hardcore" will be available under the "Realism" category.
Hornball Mode
At the main menu, select "Single Race." Next, at the "Race Day" screen, press **Up, Down, Left, Right, R1, Down, Up.** If you entered the code correctly, the race will immediately begin. Now you can shoot tires from the front of your car by pressing **Up** during the race.

NBA HOOPZ

Match-Up Screen Codes
At the match-up screen just before the tip-off—when the announcer says, "Today's match up..."—enter any of the following codes to gain different abilities and power-ups. Each code consists of three numbers and a direction; the numbers represent the number of times you need to push the □, X and O buttons (from left to right) to change the symbols at the bottom of the screen, then you "lock in" the code by pointing the D-pad or joystick in the direction indicated. For example: To enter the "Infinite Turbo" code (3-1-2-Up), press the □ button three times, the X button once and the O button twice, then press the D-pad or joystick **Up.** A message will appear to confirm if you've entered a code properly. Note: Some codes must be "agreed" to (entered by all players) in order for them to take effect. You can also enter the second number in each code by pressing the △ button instead of X.
3-1-2-Up—Infinite turbo
4-4-4-Left—No goaltending
2-2-2-Right—No fouls
0-1-1-Down—Show shot %
1-1-0-Down—Show hotspot
3-0-1-Up—No hotspots
1-2-1-Left—Granny shots
3-2-0-Left—Street court
0-2-3-Left—Beach court
1-1-1-Right—ABA ball
0-2-4-Right—Away uniform
0-1-4-Right—Home uniform
3-0-0-Right—Big heads
5-4-3-Left—Tiny players
3-3-0-Left—Tiny heads

NHL 2001

Hidden Players
At the main menu, select "Game Settings," then select "Rosters," then "Create Player." Next, select "Create Player" again. Under "General Information," change this new player's first and last names to any of the names below. If you entered the name correctly, a prompt will appear asking if you would like to create a new player like the one that already exists in the database. At this prompt, press X and you'll find that all of the stats and information will be already filled in. Many of these hidden players have much better attributes than you would be provided normally by just creating any new player.
ED BELFOUR
ROB BLAKE
PAVEL BURE
PETER FORSBERG
DOMINIK HASEK
JAROMIR JAGR
OLAF KOLZIG
JEAN-FRANCOIS LABBE
NICKLAS LIDSTROM
OWEN NOLAN
SANDIS OZOLINSH
CHRIS PRONGER
DALE PURINTON
PATRICK ROY
GARTH SNOW
KEITH TKACHUK
TERRY VIRTUE
JOHAN WITEHALL
STEVE YZERMAN

NHL HITZ 20-02

Secret Cheats
At the versus screen just before the game starts—while the announcer is saying "Tonight, from..." etc.—enter the following codes by pressing □, △ and O followed by a direction on the D-pad. For example, to enter the "Snow" code (1-2-1-Left), press □ once, △ two times and O once, then press **Left** on the D-pad. A message will appear to confirm each code.
Input more codes—3-3-3-Right
Ignore last code—0-1-0-Down
Infinite Turbo—4-1-3-Right
Rain—**1-4-1-Left**
Snow—**1-2-1-Left**
Big puck—1-2-1-Up
Huge puck—3-2-1-Up
Bulldozer puck—2-1-2-Left
Hockey ball—1-3-3-Left
Tennis ball—1-3-2-Down
Big head player—2-0-0-Right
Huge head player—3-0-0-Right
Big head team—2-2-0-Left
Huge head team—3-3-0-Left
Pinball boards—4-2-3-Right
Domino effect—0-1-2-Right
Always big hits—2-3-4-Down
Hitz time—1-0-4-Right
Late hits—1-0-1-Down
No crowd—2-1-0-Right
No puck out of play—1-1-1-Down
No one-timers—2-1-3-Left
Show Hot Spot—2-0-1-Up
Show shot speed—1-0-1-Up
Turbo boost—0-0-2-Up
Win fights for goals—2-0-2-Left
First to seven wins—3-2-3-Left

ONI

Cheat Codes
At any time during gameplay, press **SELECT** to enter the data menu. Next, move the cursor to "Help." Now enter any of the codes below, then press **SELECT** again to return to the game. You'll hear a special sound effect after entering a correct code. All codes are deactivated when you die or start a new level. Note: The **L3** and **R3** buttons are triggered by pushing the left and right analog joysticks into the controller until you hear a click.
Invincibility—**L2, L1, L2,** □, O, □, **R3, L3, R3,** O
Infinite current ammunition—**L2, L1, L2,** □, O, □, **L2, L2, L1, L3**
Skip current stage—**L2, L1, L2,** □, O, □, **L3, R3, L2, L1**
Refill ballistic ammo, energy cells and hypo sprays—**L2, L1, L2,** □, O, □, O, O, O, **R3**
Phase cloak—**L2, L1, L2,** □, O, □, **L1, R3, L2, L3**
Knock enemies down with one punch or kick—**L2, L1, L2,** □, O, □, **R3, L3,** O, □
Kill enemies with one punch or kick—**L2, L1, L2,** □, O, □, **L3, R3,** O, □
Big head—**L2, L1, L2,** □, O, □, **START,** □, O, **START**
Tiny body—**L2, L1, L2,** □, O, □, **L3, R3,** □, O
Giant body—**L2, L1, L2,** □, O, □, **R3,** □, O, **L3**
Transform into a different character—**L2, L1, L2,** □, O, □, **L2, L2, L2, L2** (continue to press **L2** repeatedly to change into many different characters)

PORTAL RUNNER

Restore All Health
At any time during gameplay, press **START** to pause the game, then hold **L2** and press O, O, O, □, □, **R2, R1, Up,** O, □. You'll hear a special sound effect upon entering it correctly.
Unlock All Movies and Extras
At the main menu, hold **L1** and press **Left, Right, Left, Down, Up, Down, R1,** O, **R2,** □. Now the Movies and Extras items will be accessible at the Options menu.

QUAKE III: REVOLUTION

Level Skip
At any time during gameplay, hold **L1** + **R1** + **R2** + **SELECT** and press X, O, □, △, X, O, □, △. You'll automatically clear the level after entering the code correctly. You can also enter the code while the game is paused.

RAYMAN 2: REVOLUTION

Secret Bonus Levels Menu
At the main menu, select "Options," then select "Language." Next, select "Voices," then move the cursor to "Raymanian." Now hold **L1** + **R1** and quickly press **L2, R2, L2, R2, L2, R2.** If you entered the code correctly, a new "Bonus Levels" menu will appear.
Secret Cheat Menu
At any time during gameplay, press **START** to pause the game. Next, select

"Sound," then move the cursor to "Mute." Now hold **L1** + **R1** and quickly press **L2, R2, L2, R2, L2, R2**. If you entered the code correctly, a new "Menu Cheat" menu will appear.

RC REVENGE PRO

Secret Codes

Enter any of the following codes at the main menu. You'll hear a faint special sound effect after entering a correct code. You can enter the "Unlock next Championship" code up to seven successive times to unlock all eight Championships.

Unlock all tracks—**L1, R1, R2,** □, ○

Unlock all vehicles—**L1, L2, R1, R2,** ○, □

Unlock next Championship—**L1, R1, R2, L2**

READY 2 RUMBLE BOXING: ROUND 2

Secret Codes

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code; if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the PlayStation 2 off, while others will only affect the first fight that takes place after the code is entered.

Unlock all boxers and special outfits — Press **Left, Left, Right, R2, Left, Right, Right, R1, R1, R2**. Press the □ button to cycle through each fighter's different outfits.

Faster gameplay—Press **Right, Right, Up, Down, Right**, then **R1** four times, then **R2**.

Hyper speed mode—Press **Left, Left, Down, Up, Down, Right, Right**, then **R1** 19 times, then **R2**.

Christmas boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** eight times, then **R2**.

Thanksgiving boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** seven times, then **R2**.

Halloween boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** six times, then **R2**.

Independence Day boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** five times, then **R2**.

Easter boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** four times, then **R2**.

St. Patrick's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R1, R1, R2**.

Valentine's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R1, R2**.

New Year's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R2**.

See the Ending—Press **Right, Right, Right, Down, R1, R2**, then exit to the main menu if you're not already there.

Championship fight vs. Rumbleman—Press **R2, Down, Right, Up, Left**, then **R1** six times, then **R2**, then **R1, R1, R2**.

Zombie boxer—Press **Left, Up, Right, Down, R1, R1, R2**.

Big gloves—Press **Left, Right, Up, Down, R1, R2**.

Extra fat boxer—Press **Right, Right, Up, Down, Right, R1, R1, R2**.

Extra thin boxer—Press **Right, Right, Up, Down, Right, R1, R2**.

Extra camera angles—Press **R1** 20 times, then **R2**, then **R1**, then **R2**, then **R1** 21 times, then **R2**, then **R1** 18 times, then **R2**, then **R1** nine times, then **R2**, then **R1** 14 times, then **R2**, then **R** five times, then **R2, Left, Right, Up, Down, R2**. Unlike the above codes, you'll hear an explosion and the word "RUMBLE!" when you enter this one correctly. Now start a game and press START to pause; you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons.

Instant Rumble Mode

At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter:

Level 1—**R1, R2, Down, Up, Up, Left, R1, R1, R1, R2**

Level 2—**R1, R1, R2, Down, Up, Up, Left, R1, R1, R1, R1, R2**

Level 3—**R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, Left, Right, Up, Down**

These codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter has been staggered and is about to fall.

RIDGE RACER V

Opening Intro Effects

During the opening intro where Ai Fukami is walking on the track, press either **L1** or **R1** to cycle through various effects that alter the appearance of the screen.

Analog Brake/Accel./Steering Display

First, make sure you're using a Dual Shock 2 controller and that its red analog light is on. Now, at any time during gameplay, hold the SELECT button for three seconds and a display will appear that measures how hard you're braking, accelerating and turning. Press SELECT again to turn the display back off.

RUMBLE RACING

Secret Passwords

At the main menu, select "Game Options," then move the cursor to "Load and Save," press **Right**, then press X. Next, enter any of the following passwords at the screen that appears:

1 A R E X T 1 A R—Unlock Vortex (Rookie)

N A L D S H H S D—Unlock XXS-TOMCAT (Rookie)

C D A A P T N I A—Unlock Interceptor (Rookie)

A B O G O B O G A—Unlock Road Trip (Rookie)

T H T O R H R O T—Unlock Thor (Rookie)

K C E R O C T E K—Unlock Redneck Rocket (Rookie)

V T Y A N I Y T T—Unlock Van Itty (Rookie)

B S U I G A S U M—Unlock Gamecus (Rookie)

O P S R T I S U C—Unlock Sporticus (Rookie)

U B T C K S T O H—Unlock Buckshot (Rookie)

A M H B R A A M H—Unlock Stinger (Rookie)

H G I R O L R E L—Unlock High Roller (Rookie)

P T O A T R T O I—Unlock Revolution (Rookie)

T L A C O B T L A—Unlock Cobalt (Rookie)

Z E A G T L U K E—Unlock all tracks, all Championship Cups, the Grand Champion movie (from within the Showcase menu), plus Rookie, Pro and Elite versions of Blue Devil, Dire Wolf, Malice, Jolly Roger, Road Kill, El Diablo, Escargot, Cataclysm, Maelstrom, Mandrake, Dragon, Purple Haze, Hog-en-ator, Van Go, Maniac, Tiberius, Muscle Car, Mantee, Serpent, Widow Maker, Silver Streak, The Banger and any other previously-unlocked vehicles

SHAUN PAULMER'S PRO SNOWBOARDER

Maximum Boarder Stats

At the main menu, move the cursor to the "Options" item, then hold **L1** + **Right** and press △, △, ○, △. You'll hear a special sound effect after entering the code correctly. When you start a game in Freeride mode, all boarders will now have their maximum stats.

SILENT HILL 2

Extra Options

From the main menu, select "Option," then press **L1** + **R1**. You'll be taken to a new "Extra Options" menu.

SILENT SCOPE

Secret Codes

At the main menu, select "Arcade Mode," then enter any of the following codes at the "Mode Select" screen. You'll hear a special sound effect after entering a correct code.

No crosshairs—**Right, Right, Right,** □

Heart-shaped scope—**Left, Right, Right,** □, △

No scope at all—**Right, Down, Right,** □, **Right, Down, Right,** □

Rest of the screen turns black when looking through the scope—**Down,** △, **Up,** □, △, **Down, Right, Down, Right,** □, △

Same as the previous code, but the scope is on by default—**Up, Up, Up, Up, Down, Down, Down, Down**

No targeting arrows or graphics—**Right, Right, Right, Right, Left, Down, Up, Right**

Rotate the screen 180° about the vertical axis—**Left, Left, Right,** □, **Down, Down, Up,** △, **Up, Right, Down, Up, Left, Down,** □

All targets are invisible—**Right, Down, Right,** □, **Up,** □, □, △, **Down, Right, Down, Right,** □, △

In-Game Codes

At any time during gameplay, press START to pause, then enter any of the following codes. After entering a correct code, you'll see the effects take place immediately and you'll hear a special sound effect.

-5 seconds, +1/2 Life—△, X, **Right, Left, Right, Left,** ○, X, **Right, Left, Right, Left, Down, Down, Up, Up**

+5 seconds, -1/2 Life—**Up, Up, Down, Down, Left, Right, Left, Right,** X, ○

SILPHEED: THE LOST PLANET

Start With All Weapons

At the "Enter Your Code Name" screen, input "GLOIRE" as your name. You'll now begin the game with every weapon available to you.

SMUGGLER'S RUN

Secret Codes

At any time during gameplay, press START to pause, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. All codes will take effect immediately after you press START again to resume gameplay. For the speed up/down codes, the entire speed of the game will increase or decrease; you can enter each one up to three times for an increased effect. For the "Wizard of Oz Mode" code, any ambient vehicles you hit will have zero gravity; watch them float away!

Invisibility—**R1, L1, L1, R2, L1, L1, L2**

Speed up—**R1, L1, L2, R2, Right, Right, Right**

Speed down—**R2, L2, L1, R1, Left, Left, Left**

Real world gravity—**L1, R1, R1, L2, R2, R2**

Wizard of Oz Mode—**R1, R2, R1, R2, Up, Up, Up**

SMUGGLER'S RUN 2: HOSTILE TERRITORY

Secret Codes

At any time during gameplay, press START to pause, then enter any of the codes below. The effects will take place immediately after entering a correct code.

R1, L1, L1, R2, L1, L1, L2—Invisibility

L1, R1, R1, L2, R2, R2—Lighter car

R1, R2, R1, R2, Up, Up, Up—Less gravity

R1, L1, L2, R2, Right, Right, Right—Increase timer speed

R2, L2, L1, R1, Left, Left, Left—Decrease timer speed

SOUL REAVER 2

Unlock All Bonus Materials

At the main menu, press **Left,** △, **Right,** △, **Down,** ○, X. After entering the code correctly, the words "Bonus Materials Unlocked" will appear.

SPY HUNTER

Secret Codes

At the Profile Menu, select a blank entry, then enter any of the codes below as your name. Upon entering it correctly, you'll hear a chicken sound effect and you'll be returned to the Profile Menu without having created a new profile. Now you can either start a new game or access a previously created game to view the corresponding movie you've unlocked. To view the movies, select "System Options" from the main menu, then look for the Movie Player option from within the "Extras" menu.

W W S 4 1 3—Unlock "Early Test Animatic" movie

S C W B 2 3—Unlock "*Spy Hunter* Concept Art" movie

M A K I N G—Unlock "Making of *Spy Hunter*" movie

S A L I V A—Unlock "Saliva: Your Disease" movie

G U N N—Unlock "Saliva: The Spy Hunter Theme" movie

SSX

Secret Codes

At the "Select Mode" screen, press □ to enter the options screen. For all of the codes below, you must hold **L1** + **R1** + **L2** + **R2** while inputting each button combination. You'll hear a special sound effect after entering a correct code. The "Read all hints" code causes all of the applicable hints to appear in succession during the loading screen that appears before you start a race (instead of one random hint being displayed).

Unlock all venues, boards, outfits and characters—**Down, Left, Up, Right,** X, ○, △, □

Maximum attributes for all characters—X, X, X, X, X, X, X, □

Running Mode—□, △, ○, X, □, △, ○, X

Read all hints—○, X, ○, X, ○, X, ○, X

STAR WARS STARFIGHTER

Secret Codes

At the main menu, select "Options," then select "Code Setup." Next, enter any of the following codes. Remember, in order to make use of the "Experimental N-1" code, you must first enter the "Unlock all regular missions" code.

O V E R S E E R—Unlock all regular missions

A N D R E W—Unlock two-player missions

B L U E N S F—Unlock Experimental N-1

M I N I M E—Invincibility

N O H U D—Remove HUD during game play

D I R E C T O R—Director camera mode

J A R J A R—Reverse flying controls

J A M E Z—View "My day at work" slideshow
W O Z—View "Merry Christmas" video
S I M O N—View staff image
T E A M—View more staff images
L T D J G D—View secret message
H E R O E S—View artwork slideshow
S H I P S—View another art slideshow
P L A N E T S—View yet another art slideshow
C R E D I T S—View credits

STAR WARS: SUPER BOMBAD RACING

Cheat Codes

Enter any of the following codes at the main menu (the one that says "# of Players" and "Game Type"). A message will appear to confirm each code. Some of the codes require you to press the X button at the message screen to activate the code; others will take effect immediately. To disable a code, just enter it again. Note: If you can't get one of the codes to work, press **START** and enter the code again.

□, O, O, □—Play as Boba Fett
O, □, O, □—Race in a Trade Federation AAT

L1, R1, L2, R2—All characters are kaadus

Up, Right, Down, Left, SELECT—All characters are shaaks

L2, L2, L2, L2, O, **SELECT**—Backward Facing Mode

L1, R2, L1, R2, □, **SELECT**—Infinite Boost Mode

Down, SELECT, Up, SELECT, Left, Right, SELECT—Grrl Power (Queen Amidala gets powered up)

L1, L1, L1, L1, R2, □—Super Speedy Mode (all players become tiny and very fast)

Up, Up, Down, Down, Left, Right, Left—Super Arena Mode (battle on Race tracks in Arena mode)

Up, Left, Down, Right, Left, Up, Down—Super Spinning Mode (racers flip over continuously)

Left, Right, □, O, **L1, L2**—Slip 'N Slide Mode (racers slide around and are harder to control)

R1, R1, R1, R1, Up, Left—All Death Star Mode (all racers receive Darth Vader's special attack with every Frontal Gadget)

O, O, O, O, **L2, SELECT**—Super Honk Mode (levitate nearby opponents by honking)

L1, R1, SELECT, O—Space Freighter arena unlocked

Language Select

Enter any of the following codes at the main menu screen to change the in-game text to any of six different languages. The "Jawa" and "Battle Droid" codes will also change all of the characters' voices. As with the cheat codes above, if you can't get a code to register, just press the **START** button and try it again.

SELECT, SELECT, SELECT, L1—German
SELECT, SELECT, SELECT, L2—Italian
SELECT, SELECT, SELECT, R1—Spanish
SELECT, SELECT, SELECT, R2—French
SELECT, SELECT, SELECT, □—Jawa
SELECT, SELECT, SELECT, Up—Battle Droid
SELECT, SELECT, SELECT, O—English

SUPER BUST-A-MOVE

Secret Codes

Enter any of the codes below at the title screen. An icon will appear in a corner of the screen after entering each code correctly. The "Another World" code lets you play an alternate set of stages in 1P Puzzle Mode.

Another World—△, **Left, Right,** △
Secret Characters—△, **Right, Left,** △

SUPERCAR STREET CHALLENGE

Unlock Furasshu-sama

At the vehicle selection screen, rapidly press **Up, Up, Down, Down, Left, Right, Left, Right,** X, O, **SELECT, START.** If you input the code correctly, the ultimate car, Furasshu-sama, will immediately appear on the screen. If you're not fast enough, you'll be taken to another screen upon pressing X.

SWING AWAY GOLF

Secret Codes

Enter either of the following codes at the main menu; you'll hear a special sound effect after entering a code correctly.

Unlock three additional golfers—**L2, R2, L2, R2, Up, Right, Down, Left, L1, R1**

Alternate in-game sound effects—**Left,** □, **Up,** □, **Down,** O, **Left,** □, **L1, R1**

THEME PARK ROLLER COASTER

Unlock All Items

This code will make all the items in the park available to you, whether you've researched them or not: At any time during gameplay, press **Up, Down, Up, Down, Left, Up, Down, Up, Down, Right.** Repeat this sequence nine times in total.

Everything Free

This code will make every item you buy cost nothing: At any time in the middle of gameplay, press **Left, Down,** X, O. Repeat this sequence nine times in total.

255 Golden Tickets and All Roller Coaster Awards

This code will effectively give you an unlimited number of Gold Tickets: At any time in the middle of gameplay, press **Up, Down, Left, Right,** O, **Right, Left, Down, Up,** O. Repeat this sequence five times in total.

TOKYO EXTREME RACER ZERO

Car Ornaments

Enter any of the following codes at the "Shift Assist" prompt just before the game starts. For each code, you must continue to hold down all three buttons until gameplay begins. After entering one correctly, you'll see the corresponding ornament appear only in the cockpit view.

Small pink creature—Hold **R1** + O, then hold X
Fanged creature—Hold **L1** + O, then hold X
Small blue creature—Hold **L2** + O, then hold X
Big green creature—Hold **R2** + O, then hold X

Analyze Meter

At any time during gameplay, press **START** to enter the pause menu. Next, move the cursor to "Return To Base," then hold □ and press **Down.** The cursor will move to a hidden parameter, "Analyze." Turn this option on and various gauges will appear on the screen to analyze your performance.

TONY HAWK'S PRO SKATER 3

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:

Y O H O M I E S—Unlocks all secret Pro Skaters
B A C K D O O R—Unlocks "Cheats" option at the "Pause" menu
R O A D T R I P—Complete all Career mode goals for the currently selected skater (this code also unlocks all of the levels in the remaining game modes)
P E E P S H O W—Unlocks all movies
M A G I C M I S S I L E—Combines all of the effects of the above codes

Secret Neversoft Skaters

Create a new skater at the "Create a Skater" menu with one of the following names to unlock one of nearly 60 different secret characters. Most of the new skaters are members of the team that designed the game, their family members or friends. Note that all of them have unique facial features which cannot be changed unless you create a new skater, and some have special clothing or boards:

JEREMY ANDERSEN
EASTSIDE
CRASHCART
DAVE COWLING
RALPH D'AMATO
PIMPIN FRANK
LISA DAVIES
PETE DAY
MATTHEW DAY
RACHAEL DAY
GORILLA
DOOFUS
MAYA'S DADDY
EDWIN FONG
STEVE GANEM
CHRIS GLENN
FROGHAM
NOEL
BRIAN
CAP'N JENNINGS
GARVIN
MINI JOEL
JOEL JEWETT
SANDY JEWETT
HENRY JI
RYAN MCMAHON
KEVIN MULHALL
NDLAN NELSON
BRAINEATERS
ANDY NELSON
JOHNNY OW
SPEASE
CJR
STEVEN RAUSCH
JAMES RAUSCH
ANDREW RAUSCH
PAUL ROBINSON
KAGE
HI BEN
AARON
GI SKILL2
DARREN
JASON UYEDA
CHRIS WARD
MICK WEST
RILEY HAWK
SPENCER HAWK
WILLIAM PEASE
DDT
CONNDR JEWETT
RASTAPOPOLOUS
062287
805 MARK
GRASS PATCH
NICOLE WILLICK
STACEY D
DAVE STOHL
MIKE WARD
TREY SMITH

TWISTED METAL BLACK

Secret Codes

At any time during gameplay, hold **L1 + R1 + L2 + R2** and quickly enter any of the codes below. A special message will appear at the top of the screen immediately after entering each code.

Up, X, **Left,** O—God Mode
Right, Left, Down, Up—Invulnerable
△ , X, □, O—Exchange weapons for health
X, X, **Up**—Killer Weapons
X, X, △—Mega Guns

WARJETZ

Codes

From the Game Setup menu, select "Input Code," then enter any of the following codes. You'll see a special message after entering each one correctly.

S P R L Z Y—Super Cheats
T W L V C H T S—All Cheats
J M P T T—Level Select
D N G D M—Invulnerable
M R R M R—Thick Armor
Z P P Y—Fast Planes
H M M R—Bigger Guns
Q D—Biggest Guns
F R H S—Rapid Fire
N S T N T—Speed Shots
N D B M B S—Dual Fire
D Z Z Y—Spin Shots
S C R W—Shields on Roll
D H—Top Gun
V R L R D S—Overlords Mode
W N R L F S T—Valhalla Mode
S N K Y—Ghost Mode
T W F S T D—Double Bux
W N N N G S—Extra 10 Bux
P Y R S—Weapon Up at 3
N D C S N—Switch Planes
S M S H N G—Plane Wins
8 X D R W—Show Boxes
W Y P N T—Show Waypoints
G R T D—Every Movie

WILD WILD RACING

Unlock Secret Options

From the main menu, select "Options." Next, hold □ and press **Up,** O, **Down,** O, **Left, Right, Left, Right,** O. A new "Secret" menu item will appear at the bottom of the Options menu.

Unlock Top Secret Options

First, enter the "Unlock Secret Options" code above. Next, go back to the main menu and select "Single Player," then input "NORTHEND" at the "Enter Your Name" screen. You'll hear a special message if you entered it correctly. Finally, return to the "Secret" options and another new item will appear called "Top Secret!"

WINBACK: COVERT OPERATIONS

Secret Codes

Enter any of the following codes quickly at the title screen:

Unlock All Characters in Versus Mode—Press **Up, Down, Down, Right, Right, Right, Left, Left, Left, Left,** then hold O and press **START.**

Unlock "Trial" option—Press **Up, Down, Down, Right, Right, Right, Left, Left, Left, Left,** then hold △ and press **START.**

Unlock "Max Power" option—Press **L1, R2, L2, R2, L2,** △, O, △, O, then hold **L1** and press **START.**

Unlock "Sudden Death" option—Press **L2, R2, L2, R2,** O, △, O, △. Next, hold **L1** and press **START.**

X SQUAD

Ultimate Code

At the title screen, press O, O, O, O, △, □, □, □, □. A graphic will appear at the top of the screen to confirm. Next, select "New Game." You'll start with all of the game's weapons and tons of items.

ZONE OF THE ENDERS

Versus Mode

At the title screen, press O, X, **Right, Left, Right, Left, Down, Down, Up, Up.** You'll hear a special sound effect to confirm. A new item called "Versus" will now appear at the main menu.

Exchange Level for Health and Ammo

At any time during gameplay, press **START** to pause, then press **L1, L1, L2, L2, L1, R1, L1, R1, R2, R1.** Your health and ammo will be fully restored, but your level will decrease by one at the same time. However, if you're at Lv.1 already, the code will not work.

AMPED
Unlock Raven
From the main menu, select "Options," then select "Cheats." Now enter "RidinwRaven" as a cheat code. Note the capital and lowercase letters. If you entered the code correctly, the word you entered will disappear after selecting "Done."

ARCTIC THUNDER
Secret Codes
Enter any of the following codes at the "Select Game Mode" screen. A special message will appear after entering a correct code.
X, X, Y, Y, White, Black, START—No drones mode
Y, X, Y, Y, X, START—No catchup mode
Black, Right Trigger, X, Y, Black, Right Trigger, START—All random power-up mode
X, X, Y, X, Right Trigger, X, START—No power-up mode
X, X, X, White, Y, START—All missile mode
Y, Y, Left Trigger, Y, Y, White, START—All grappling hook mode
Black, Right Trigger, Left Trigger, White, X, START—All roost mode
Y, Y, Black, Right Trigger, START—All snowbomb mode
Y, Black, Black, Y, Right Trigger, START—All boost mode
White, Left Trigger, Left Trigger, Y, White, Y, START—Clone mode
X, Y, X, Right Trigger, Y, Y, START—All Invisible mode
Y, White, X, R, X, L, START—Super wheelie mode

AZURIK: RISE OF PERATHIA
Invincibility
At any time during gameplay, quickly press **X, Black, White, Right Trigger + Left Trigger**, then press in the **Right Thumbstick + Left Thumbstick** simultaneously. After entering the code correctly, you'll hear a special sound effect.
Save Anywhere
At any time during gameplay, quickly press **White, Up, Down, A, B**, then press in the **Right Thumbstick**. After entering the code correctly, your game will be saved immediately, whether you are at a save point or not.
Adjust Camera
At any time during gameplay, quickly press **Right Trigger, Down, Up, Down, Up**, then press in the **Right Thumbstick**, then press in the **Left Thumbstick**. After entering the code correctly, you'll hear a special sound effect. Now you can use the controller to freely adjust the camera's position and orientation. The **Left Trigger** and **Right Trigger** adjust the height of the camera. Press **Back** to return to controlling your character.

CEL DAMAGE
Secret Codes
From the title screen, select "Play," then press **A** and select "Create/Load." Next, select "Create New," then "Hard Disk," then "New Name." Now enter any of the names below. You'll hear a special fanfare after entering a correct code.
E N C H I L A D A !—Unlock all stages, characters and weapons
W H A C K L A N D—Unlock all desert stages
E A R L S P L A C E—Unlock all Transylvania stages
M E L E E D E A T H—Unlock melee weapons
H A Z A R D O U S—Unlock hazard weapons
U N I Q U E W P N S—Unlock personal weapons
FANPLASTIC—Unlock plastic rendering mode
P E N C I L I T I N—Unlock pencil rendering mode

DAVE MIRRA FREESTYLE BMX 2
Secret Codes
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.
Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—**Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, X**
Unlock all movies—**Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, X**
Unlock secret pieces in Park Editor—**Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, X**
Unlock all Park Editor themes—**Up, Left, Down, Right, Down, Up, Down, Right, Left, Left, X**

FUZION FRENZY
Secret Codes
At any time during gameplay, press **START** to pause, then enter any of the codes below. A special message will appear after entering a correct code.
Hold **Left Trigger** and press **Y, B, Y, B**—First person mode
Hold **Left Trigger** and press **Y, B, X, X**—Toggle through Mutant modes 1-3
Hold **Left Trigger** and press **Y, Y, Y, Y**—Welsh on
Hold **Left Trigger** and press **Y, X, Y, Y**—Squeeky voices on
Hold **Left Trigger** and press **Y, Y, Y, X**—Real controls on

NASCAR HEAT 2002
Easily Complete Beat The Heat Challenges
At the main menu, press **Up, Down, Left, Right, White, Down, Down**. If you entered the code correctly, the menu will leave the screen and the re-appear. Each time you do this, you'll gain 10 points and automatically pass the last challenge that was unlocked.

NHL HITZ 20-02
Secret Cheats
At the versus screen just before the game starts—while the announcer is saying "Tonight, from..." etc.—enter the following codes by pressing **X, Y** and **B** followed by a direction on the D-pad. For example, to enter the "Snow" code (1-2-1-Left), press **X** once, **Y** two times and **B** one time, then press **Left** on the D-pad. A message will appear to confirm each code.
Input more codes—3-3-3-Right
Ignore last code—0-1-0-Down
Rain—1-4-1-Left
Snow—1-2-1-Left
Big puck—1-2-1-Up
Huge puck—3-2-1-Up
Bulldozer puck—2-1-2-Left
Hockey ball—1-3-3-Left
Tennis ball—1-3-2-Down
Big head player—2-0-0-Right
Huge head player—3-0-0-Right
Big head team—2-2-0-Left
Huge head team—3-3-0-Left
Pinball boards—4-2-3-Right
Domino effect—0-1-2-Right
Always big hits—2-3-4-Down
Hitz time—1-0-4-Right
No crowd—2-1-0-Right
No puck out of play—1-1-1-Down
Late hits—3-2-1-Down
No one-timers—2-1-3-Left
Show Hot Spot—2-0-1-Up
Show shot speed—1-0-1-Up
Turbo boost—0-0-2-Up
Win fights for goals—2-0-2-Left
First to seven wins—3-2-3-Left
Infinite Turbo—4-1-3-Right

PROJECT GOTHAM RACING
Cheat Code
At the "load or create new" screen, select "create new driver." Next, select "driver name" and input your name as "Nosliw." Note the capital first letter and the lowercase letters. Now all of the cars, body paint styles, courses and stages are unlocked.

STAR WARS STARFIGHTER: SPECIAL EDITION
Secret Codes
Enter any of the following codes at the "Code Setup" screen from the "Options" menu. A special message will appear after entering a correct code.
D I R E C T O R—Director mode
H E R O E S—View heroes gallery
P L A N E T S—View planets gallery
S H I P S—View ships gallery
S I M O N—View secret image
J A R J A R—Jar jar mode
N O H U D—No on-screen interface elements during gameplay

TONY HAWK'S PRO SKATER 2X
Secret Code
At any time during gameplay, press **START** to pause the game, then enter the following code:
Hold **Left Trigger** and press **START, A, White, Up, Right, Down, A, Y, B, A, B, Y**—Unlock all stages

CRAZY TAXI
Secret Bicycle
To drive a secret bicycle instead of a cab in Arcade or Original mode, carefully enter the following code at the character-select screen:
Hold **L**, hold **R**, release **L**, release **R**
Hold **R**, hold **L**, release **R**, release **L**
When you lock in your character with the **A** button, you'll hear a bicycle bell to confirm that the code has been entered correctly.
Another Day
Use the following code at the character-select screen in Arcade or Original mode. When the character you want to choose is on the screen, press and release **R** once, then hold down **R** and press **A**. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.
No Arrows
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **R** and press **START**. Continue to hold both buttons until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow at the top of the screen will not appear.
No Destination Mark
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **L** and press **START**. Continue to hold both buttons until the words "no destination mark" appear in the lower left corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level, so you won't be able to see it from a distance like you usually can.
Expert Mode
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **L + R** and press **START**. Continue to hold all three buttons until the word "EXPERT" appears in the lower left corner of the screen. This trick combines the effects of the "No Arrows" and "No Destination Mark" codes.
Speedometer
You need a second controller plugged into Port 3 to enter the remaining codes. At any time during a game, hold **R** and press **X** five times using Controller 3. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To toggle the speedometer off, just hold **R** and press **X** on Controller 3 again.
Alternate Camera Angles
Use the following button combinations on Controller 3 to change the camera angle at any time during the game:
• Hold **R** and press **Y** on Controller 3 to switch to a camera that follows you from a fixed location and moves to various fixed locations as you drive around.
• Hold **R** and press **B** on Controller 3 to toggle between two additional camera angles. One is a first-person view through the windshield of your cab and the other is a close-up view of your passenger's face.
• Hold **R** and press **A** on Controller 3 to return to the default view.

DAVE MIRRA FREESTYLE BMX 2
Cheat Codes
The following codes can be entered with the D-pad at the main menu:
• Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—**Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, B**
• Unlock all movies—**Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, B**
• Unlock secret pieces in Park Editor—**Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, B**
• Unlock all Park Editor themes—**Up, Left, Down, Right, Down, Up, Down, Right, Left, Left, B**

EXTREME G III
Secret Cheats
At the "Press Start" screen or the main menu, enter any of the following codes. A special message will appear after entering a code correctly.
Infinite shield—**L + R, Z, L + R, Z**
Infinite ammunition—**L, R, L, R, L + R, Z**
All tracks unlocked—**L, L, R, R, Z, Z, L + R + Z**
Win the next race—**L + R + Z, L + R, Z, L + R + Z**
Double prize money—**L, R, Z, L, R, Z, L + R**
Extreme lap challenge—**L, R, L, R, L, R, Z, L + R**

NHL HITZ 20-02
Secret Cheats
At the versus screen just before the game starts—while the announcer is saying "Tonight, from..." etc.—enter the following codes by pressing **B, Y** and **X** followed by a direction on the D-pad. For example, to enter the "Snow" code (1-2-1-Left), press **B** once, **Y** two times and **X** once, then press **Left** on the D-pad. A message will appear to confirm each code.
Input more codes—3-3-3-Right
Ignore last code—0-1-0-Down
Infinite Turbo—4-1-3-Right
Rain—1-4-1-Left
Snow—1-2-1-Left
Big puck—1-2-1-Up
Huge puck—3-2-1-Up
Bulldozer puck—2-1-2-Left
Hockey ball—1-3-3-Left
Tennis ball—1-3-2-Down
Big head player—2-0-0-Right
Huge head player—3-0-0-Right
Big head team—2-2-0-Left
Huge head team—3-3-0-Left
Pinball boards—4-2-3-Right
Domino effect—0-1-2-Right
Always big hits—2-3-4-Down
Hitz time—1-0-4-Right
Late hits—1-0-1-Down
No crowd—2-1-0-Right
No puck out of play—1-1-1-Down
No one-timers—2-1-3-Left
Show Hot Spot—2-0-1-Up
Show shot speed—1-0-1-Up
Turbo boost—0-0-2-Up
Win fights for goals—2-0-2-Left
First to seven wins—3-2-3-Left

STAR WARS ROGUE LEADER ROGUE SQUADRON II
Secret Codes
Choose "Options" from the main menu, then select "Passcodes" and enter any of the following codes.
B L A H B L A H—Enable "Audio Commentary" option at the Special Features menu
E X H I B I T I—Enable "Art Gallery" option at the Special Features menu
C O M P O S E R—Enable "Music Hall" option at the Special Features menu
? I N S I D E R—Enable "Documentary" option at the Special Features menu
T H A T S M E I—Enable "Credits" option at the Special Features menu
L I O N H E A D—Black & White mode

TONY HAWK'S PRO SKATER 3
Cheat Codes
Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:
M A R K E D C A R D S—Enable "Cheats" option at the Paused menu
M A X M E O U T—Gives the currently-selected skater enough stat points to max out all statistical categories
P O P C O R N—Unlocks all movies

WAVE RACE: BLUE STORM
Ride a Dolphin
Choose "Options" from the main menu, then hold **Z + X** and press **START** at the Options menu. A new "Password" option will appear. Enter the password "D L P H N M O D" to ride a dolphin in Free Roam mode.

007 RACING
Secret Vehicle
At the title screen, press **L1**, **R1**, △, ○, ×. You'll hear a laughing sound effect after entering it correctly. Now you can choose the Aston Martin Vantage in Two-Player mode. You must input this sequence very quickly for the game to recognize it.

AKUJI THE HEARTLESS
Debug Menu
Pause the game, then hold **L2** or **R2** and press **Left**, **Up**, **Up**, △ , **Right**, □, **Left**, △, **Up**, **Down**, **Right**, **Right**. This gives you access to the level select menu.
Invincibility
Pause the game, then hold **L2** or **R2** and press **Right**, **Right**, **Left**, △, ×, **Up**, ○, **Left**.
Unlimited Voodoo Spells
After earning a Voodoo Spell, pause the game, then hold **L2** or **R2** and press **Left**, △, **Left**, **Left**, ○, **Left**, △, **Right**, ○, **Up**, **Up**, **Down**

ALIEN: RESURRECTION
Secret Codes
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. For both codes, the new menu items will appear within the "Options" menu.
Unlock "Cheat Menu" menu item—○, **Left**, **Right**, ○, **Up**, **R2**
Unlock "Research" menu item—□, **Up**, **Down**, ○, **Left**, **R1**

AREA 51
Alien Mode
Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

ASSAULT RIGS
Access All Weapons
During the game, quickly press **Left**, **Right**, **Left**, **Left**, **Right**, **Left**, **Right**, **Right**, **Up**, **Down**, **Up**, **Up**, **Down**, **Up**, **Down**, **Down**. A message will appear on the screen that says, "Max weapons added...oh yes!" You now have a full supply of every single weapon in the game. Note: This code will not work while the game is paused; you must enter it during the action on any stage. Repeat the code whenever necessary to refill your ammo.
Invincibility
Also during the game, quickly press **Left**, ×, **Left**, ×, **Left**, **Left**, ×, **Right**, ×, **Right**, ×, ×. A message will appear on the screen that says, "Invincible! Yes indeedy!" Now your tank cannot be harmed. Note: This code will not work while the game is paused.

BALLBLAZER CHAMPIONS
Special Passwords
Choose "Load/Save" from the Options menu, then select "Enter Passcode" and input one of the following passwords:
• Shrink the Rotofoil
×○××○×
××××××
××△△××
□××××□
×□□□□×
• Upside-down playfield
×□□□□×
□××××□
××△△××
××××××
×○××○×
• Must score in your own goal to win
××××□×
○××○×□
×△×××□
××△××□
××××□×
• Play as the Master Blazer, Xarta
×○○○×□
○×△×○□
○△×△○□
○×△×○□
×○○○×□
• Play "Classic *Ballblazer*"
□□××××
□□□□××
□□□□□□
××□□××
□□□□□□

BATTLE HUNTER
Secret Characters
At the main menu, select the Dffice icon, then select the Registration icon. Next, enter any of the names below to create a secret character:
SHUICHI
VIKEIF

BEAST WARS TRANSFORMERS
Weapon Power-Up
During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up**, **Down**, **Left**, **Right**, △, ×, □, **START**. Now your character's weapon will be more powerful than the standard weapon.
Stage Skip
During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up**, **Down**, **Left**, **Right**, △, ×, ×, △, **Right**, **Left**, **Down**, **Up**, **START**. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one.

BLADE
Unlock Secret Cheats
Enter any of the following codes at the main menu. You'll hear a special sound effect upon entering a correct code. Then, in the middle of gameplay, press **START** to pause and select "Cheat Menu" from the pause screen. From here you'll be able to toggle on and off all the cheats that you've unlocked.
Unlock Infinite Weapons—**Down**, **Right**, **Up**, **Left**, **L2**, **L1**, **R2**, **R1**
Unlock Infinite Health—**Left**, **Left**, **Left**, **Right**, **L2**, **L1**, **R2**, **R1**
Unlock All Items—**Right**, **Left**, **Up**, **Down**, **L2**, **L2**, **R2**, **R2**

BOMBERMAN WORLD
Secret Passwords
Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special features:
3 6 3 6—Unlocks two extra stages in Battle Game mode
1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed
6 B 3 3—With this code in place, enter a Battle Game and choose Stage t (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

BRAVO AIR RACE
Secret Vehicles
At the main title screen menu, hold **R1** + **L2** on Controller 2 and rapidly tap the **SELECT** button (also on Controller 2) 20 times; you'll hear a signal to confirm the code. Now you'll find two new planes at the "Airplane Select" screen: an F-t6 and a stealth fighter.

BUGS BUNNY: LOST IN TIME
Unlock All Stages
At the "Era Selector," point Bugs to an Era that is currently inaccessible. Hold **L2** + **R1** and press ×, □, **R2**, **L1**, ○, ×, □, □, □. You'll then be able to enter any stage.

CARNAGE HEART
Manual Control
During a battle, press the **SELECT** button to bring up the display menu, then press the **SELECT** button t1 more times. You'll see the last option on the menu change from "Camera" to "Action". Highlight this new option and press × to change the setting from "Automatic" to "Manual"; now you can control your OKE as follows:
Up, **Down**—Move forward, backward
Left, **Right**—Turn left, right
L1 + **Left**—Move left
L1 + **Right**—Move right
L1 + **Up**—Change altitude up
L1 + **Down**—Change altitude down
□—Grapple
△—Jump up
△ + D-pad—Jump forward, backward, left or right
×—Fire Main Weapon
○—Duck
R2 + △—Fire Sub Weapon
R2 + ×—Fire Sub Weapon twice
R2 + ○—Fire Sub Weapon three times
R2 + □—Fire Sub Weapon four times
If you're in battle with one or more allies and you use the **L2** button to view a different OKE, you will take control of that OKE and the one you were controlling before you pressed **L2** will revert to automatic control.

CASTLEVANIA CHRONICLES
Extra Option
At the main menu, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, ○, ×. If you entered the code correctly, the "Extra Dption" screen will appear automatically.

Sound Module Setting
At the main menu, move the cursor to either "Original Mode" or "Arrange Mode." Next, hold **L1** + **R2** and press ×. Now you can choose from three additional soundtrack variations before the game begins.

CENTIPEDE
Unlock All Stages
Choose "Adventure" from the main menu. When the stage select screen appears, press **R1**, **R1**, **R2**, **R1**; now you can choose any stage.
Extra Lives
Start a game in Adventure mode, then press **START** to pause. At the pause screen, press **L1**, **L1**, **L2**, **Lt**; you'll hear a signal to confirm. Now you can increase the number of lives you have in reserve at any time by pressing **Right** on the D-pad at the "Paused" screen.

CIRCUIT BREAKERS
Unlock All Tracks
At any point in the middle of a race, press **START** to pause the game and select "Options." Then select "Sound" and move the cursor to "FX Volume." Next, press **L1** + **L2** simultaneously. Now when you quit the race and return to the track selection screen, you'll be able to play any track in the game.

COMMAND & CONQUER
Japanese Mode
Enter "GODZILLA" at the password screen and begin the game. The characters will all speak in Japanese.
Power-Up Codes
At any time during the game, press **START** to pause, then enter one of the following codes. When you press **START** again to unpause, you will have access to the feature you requested as follows:
Ion Cannon—**Right**, **Down**, **Left**, **Left**, **Down**, **Right**, **Right**, **Down**, **Left**, ×, □, △
Air Strike—**Right**, **Down**, **Left**, **Left**, **Down**, **Right**, **Right**, **Down**, **Left**, ×, □, ○
Extra $5,000—**Right**, **Down**, **Down**, **Left**, **L1**, **Left**, **Right**, **Down**, **Left**
Reveal Entire Map—○, ○, ○, **Up**, ○, □, **R1**, ○, ○, ○
Access Covert Operations
Choose "Enter Password" from the main menu and input the password "COVERTOPS". When you return to the main menu, you'll find a new option called "Covert Operations."

COMMAND & CONQUER: RED ALERT
Cheat Codes
Each of the following cheat codes can be entered as follows: Access the sidebar menu, then highlight the symbols in the order shown and press the Cancel button (○ in the default control configuration) at each one. For example, to enter the "Parabombs" code, press △ to access the sidebar, then highlight the □ symbol, press the ○ button, highlight the × symbol, press the ○ button, highlight the ○ symbol, etc.
• t,000 Credits—□, □, ○, ×, △, ○
• Atom Bomb—○, ×, ○, △, □, △
• Chronoshift—△, ○, ○, □, □, ×
• Parabomb—□, ×, ○, ○, ×, △
• Reveal Entire Map—□, △, ○, ×, △, □
• Win Current Level—×, □, □, ○, △, ○

COMMAND & CONQUER RED ALERT: RETALIATION
Cheat Codes
Each of the following cheat codes can be entered as follows: Access the sidebar menu, then highlight the symbols in the order shown and press the Cancel button (○ in the default control configuration) at each one. For example, to enter the "Parabombs" code, press △ to access the sidebar, then highlight the □ symbol, press the ○ button, highlight the × symbol, press the ○ button, highlight the ○ symbol, etc.
• Invulnerability—□, ×, ○, ×, △, △
• t,000 Credits—×, ×, □, ○, ○, ○
• Atom Bomb—○, ×, ○, ○, ×, □
• Chronoshift—□, ○, △, ×, ○, ○
• Parabomb—×, ×, ×, ○, △, □
• Reveal Entire Map—△, △, ×, ○, △, □
• Win Current Level—○, ○, △, ×, ×, □
• Lose Current Level—○, ×, ○, □, □, ×
• "Soylent Green mode" (harvest people instead of ore)—□, ×, □, ×, □, ×

CRASH BANDICOOT
Password
Enter the following special password to gain access to any stage with all gems and keys collected:
△△△△×□△△
△△□×△○△△
△○□△××××

CRASH BANDICOOT 2 CORTEX STRIKES BACK
10 Extra Lives
See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives.
Secret Levels
To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.
To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spikey creatures. While Crash is hanging, use the ○ or **R1** button to lift his legs up and allow the spiked guys to pass below him; take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second secret level.

CRASH BANDICOOT: WARPED
Secret Stages
In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.
In Level t1: Dino Might, take the yellow gem platform to the alternate path; you'll eventually enter an area that looks similar to the dinosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to the top-secret Level 32: Eggipus Rex.

CRASH TEAM RACING
Secret Codes
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. These codes only affect game modes other than "Adventure."
Unlock Penta Penguin—Hold **L1** + **R1** and press **Down**, **Right**, △, **Down**, **Left**, △, **Up**
Unlock Ripper Roo—Hold **L1** + **R1** and press **Right**, ○, ○, **Down**, **Up**, **Down**, **Right**
Unlock Dr. N. Tropy—Hold **L1** + **R1** and press **Down**, **Left**, **Right**, **Up**, **Down**, **Right**, **Right**
Unlock Papu Papu—Hold L1 + **R1** and press **Left**, △, **Right**, **Down**, **Right**, ○, **Left**, **Left**, **Down**
Unlock Komodo Joe—Hold **L1** + R1 and press **Down**, ○, **Left**, **Left**, △, **Right**, **Down**
Unlock Pinstripe—Hold L1 + **R1** and press **Left**, **Right**, △, **Down**, **Right**, **Down**
Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot—Hold **L1** + **R1** and press **Right**, **Right**, **Left**, △, **Right**, **Down**, **Down**
Super Turbo Pads—Hold **L1** + **R1** and press △, **Right**, **Right**, ○, **Left**
Infinite Bombs—Hold L1 + **R1** and press △, **Right**, **Down**, **Right**, **Up**, △, **Left**
Infinite Wumpa Fruit—Hold L1 + **R1** and press **Down**, **Right**, **Right**, **Down**, **Down**
Infinite Masks—Hold **L1** + **R1** and press **Left**, △, **Right**, **Left**, ○, **Right**, **Down**, **Down**
Invisibility—Hold **L1** + **R1** and press **Up**, **Up**, **Down**, **Right**, **Right**, **Up**
Unlock Scrapbook—Hold **L1** + **R1** and press **Up**, **Up**, **Down**, **Right**, **Right**, **Left**, **Right**, △, **Right**

CROC 2
Cheat Menu
At the title screen, hold **L1** and press △, **Left**, **Left**, **Right**, □, **Up**, **Up**, **Left**, ○. You'll hear a chime and the words "Cheat Menu Active" will appear at the top of the screen. Now you can access the cheat menu during a game by pressing **L2** + **R2** simultaneously.
Infinite Crystals
At the title screen, hold **L1** and press □, □, ○, **Down**, **Left**, **Right**, **Left**, **Right**. You'll hear a sound effect to confirm the code. With this code in place, hold **R2** at any time during the game and press □ to add 100 crystals to your total, up to 9,999.

DAVE MIRRA FREESTYLE BMX
Unlock Slim Jim
At the main menu, select "PROQUEST." Next, at the "Select Rider" screen, press **Down**, **Down**, **Left**, **Right**, **Up**, **Up**, ○. You'll hear a special sound effect after entering the code correctly. Slim Jim will appear between Joey Garcia and Dave Mirra.

Unlock All Bikes
At the main menu, select "PROQUEST," then select any rider at the following screen. Next, when the bike selection screen appears, press **Up, Left, Up, Down, Up, Right, Left, Right,** O. You'll hear a special sound effect after entering the code correctly.
Unlock All Styles and all Levels
At the main menu, select "PROQUEST," then select any rider and then any bike at the following screens. Next, when the style selection screen appears, press **Left, Up, Right, Down, Left, Down, Right, Up, Left,** O. In order to unlock all levels, you must input this same code when the level selection screen appears. In both cases, you'll hear a special sound effect after entering the code correctly.

DEMOLITION RACER
Cheat Code
At the main menu, press X, X, □, □, △, △, O, O. While entering this code you'll move in and out of the "Enter Your Name" screen. You'll hear an engine sound effect to confirm the code. Now all of the cars, tracks and game modes will be unlocked.

DRIVER
Cheat Codes
Enter these codes at the title screen. You'll hear a sound effect as you successfully enter each code. Once entered, the cheats can be accessed via the Cheat menu from the title screen.
• Credits (Watch the ending credits)—**L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1**
• Invincibility—**R2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1**
• Immunity (Police never chase you)—**L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2**
• Rear Wheel (Car has rear wheel drive)—**R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1**
• Minis (Cars appear much smaller)—**R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L1, L2, L2**
• Stilts (Extremely long suspension)—**R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1**
• Antipodean (Screen appears upside-down)—**R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1**

FANTASTIC FOUR
Cheat Mode
At the Options menu, press **Down** until the "Training" option is highlighted. Next, press **L1 + L2 + R1 + R2** at the exact same instant. If you do this correctly, several new options will appear, including Invincibility, free play, "Big Boy" (which allows you to change the characters' size) and a level skip option. With the level skip turned on, start the game, then press **L1 + L2 + R1 + R2** during gameplay to access a stage-select menu. Press **Up** or **Down** and use the △ and X buttons to choose a stage, then press **START** to warp there.

FEAR EFFECT
Cheat Codes
From the main menu, select "Options," then select "Credits." Enter any of the codes below while the credits are rolling. You'll hear a special sound effect and the screen will flash red after entering a correct code.
One-Hit Kills—**L1,** △, **Up, Down,** O, O, △, □, **Down, R1**
Expert Mode— **Down, Down, Down,** △, **Down, Down, Down,** □, **Left, Right**
Instant Puzzle Solutions—L1, △, **Up, Down,** O, O, **Down, Down, Down, Up**
Infinite Health—**L1,** △, **Up, Down,** O, O, △, □, **Right,** □
Max. Ammo—**L1,** △, **Up, Down,** O, O, △, □, **Left,** △

FEAR EFFECT 2: RETRO HELIX
Secret Codes
At the title screen—while the words "Press START Button" are flashing—enter one of the following codes to unlock the "Art Gallery" item from within the "Extras" item under the "Options" menu. There is a different art gallery on each disc, and you must enter only the code that corresponds to the disc you're playing on.
Disc 1—**Left, Right, Up, Down, Down,** O
Disc 2—**Up, Up, R1, R1, R1,** □
Disc 3—**L1, R2, L1, R2, L1,** □

FORSAKEN
Secret Cheat Menu
At the main menu, highlight "Options" and press **Left, Right, Left, Right.** Next, press X to access the Global Options menu; you'll find a new item called "Cheat Options" at the bottom. You can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage.

FROGGER
Stage Select
During gameplay, press **START** to pause, then press **Right,** □, △, □, △, **R1, L1, R1, L1,** O. When you return to the "Select Level" screen, all of the stages will be unlocked.
Infinite Lives
During gameplay, press **START** to pause, then press **Right,** □, △, □, △, X.

GHOST IN THE SHELL
Stage Select
At the main menu, press **R2, R1,** □, □, **Up, Down,** □, □, **R2, R2;** you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

GRAND THEFT AUTO
Cheat Codes
Press □ at the character-select screen to change a character's name to one of the following cheat names; when the game starts, you'll get the following effects:
• Enter the name "W E Y H E Y" to start with 9,999,990 points.
• Enter "B L O W M E" to have your character's map coordinates displayed on the screen while you play.
• Enter "E A T T H I S" to max out your "Wanted" level.
• Enter "T H E S H I T" to unlock all missions and start with 99 lives, all weapons, infinite ammo and all items.

GRAND THEFT AUTO: LONDON 1969
Secret Codes
Start a new game. At the character-select screen, press □ to change your character's name to any of the following words. The effects of these codes are cumulative, so you can enter one code, then exit the game and enter another to combine effects.
S W E E N E Y—Display coordinates on the screen
G R A S S—No police
O L D B I L L—Maximum filthometer
S I D E B U R N—Bonus multiplier starts at x5
B I G B E N—Start with 9,999,990 points
M C V I C A R—Start with 99 lives
R A Z Z L E—Stage select
H A R O L D H A N D—Activates all of the above, plus all weapons with infinite ammo and all items

GRAND THEFT AUTO 2
Secret Codes
From the main menu, select "Play," then press X again to change your name to any of the codes below. You'll get no special confirmation after entering a correct code.
Start with $1,000,000—B I G S C O R E
Start with all weapons and 99 ammo—N A V A R O N E
Start with x5 Multiplier—H I G H F I V E
No Police—L O S E F E D S
Display Coordinates—W U G G L E S
Area Select—I T S A L L U P
Start with unlimited health—L I V E L O N G
Start with maximum Wanted Level—D E S I R E S

HERCULES ACTION GAME
Passwords
The Hero's Gauntlet—Hydra, Medusa, Shield, Medusa
The Centaur's Forest—Centaur, Hercules head, Minotaur, Archer
The Big Olive—Centaur, Shield, Hydra, Hercules head
The Hydra Canyon—Shield, Helmet, Shield, Soldier
Medusa's Lair—Archer, Pegasus, Archer, Centaur
Cyclops Attack—Helmet, Pegasus, Hercules head, Archer
Titan Flight—Soldier, Shield, Shield, Lightning
Passageways of Eternal Torment—Medusa, Soldier, Centaur, Pegasus
Vortex of Souls—Soldier, Lightning, Soldier, Centaur
Watch All Full-Motion Video Scenes
Access the password entry screen and enter Pegasus, Soldier, Centaur, Soldier as your password. When you press X, Meg will congratulate you and you'll get to watch all of the game's full-motion video sequences in order. During the video playback, press X to skip to the next clip or press **START** to exit.

HOGS OF WAR
Secret Codes
Enter any of the names below at the "Please Name Your Team" screen after you start a new game. Note the spaces in the words below. For the "View FMV sequences" code, the FMV will appear after you select "Start Mission."
View FMV sequences—PRYING PIGS
Play as Team Lard—MARDY PIGS

HOT SHOTS GOLF
All Access Code
First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold **L1 + L2 + R1 + R2** on Controller 2, then as soon as you see the screen flash bright white, quickly press **Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left** on Controller 2. You must continue to hold all four L and R buttons during this process and you must finish entering the code before the *Hot Shots Golf* logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.

HOT SHOTS GOLF 2
Unlock Everything
From the main menu, select "New Game." Then, at the following screen, enter "ZGSH" as your name. You'll find all of the courses and characters unlocked!

HOT WHEELS EXTREME RACING
Secret Codes
Choose "Options" from the main menu, then select "Misc." and enter any of the following codes at the "Code Entry" screen:
X T R C H T I—Unlocks "Cheat Menu" option on the "Misc." menu
A N D Y—All skulls become monkey faces
S K U L L—All skulls become monkey skulls
U S D—Upside-down races
N O B O D Y—Invisible vehicles
V E R S I O N—Display the game's version number and date at the main menu

HOT WHEELS TURBO RACING
Secret Codes
Each of the following cheat codes can be entered at the main menu to get the corresponding effect before each race; you'll hear a signal to confirm each code. Note that you can only have ONE of these codes active at any time:
Unlimited Turbos—**R2, L1,** □, △, **R1, L2, L1, R2**
Small cars—□, **R2, L2,** △, △, **L2, R2,** □
Alternate sound effects + announcer—**R2, R1, L2, R2,** □, △, **L1, R1**
Passwords
Highlight "Sign In" at the main menu and press **Left** or **Right** twice to access the Password option. Enter any of the following passwords to unlock different features:
P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"
T W J M—Unlock "Tow Jam" vehicle

INCREDIBLE CRISIS
Two-Player Fun
At any point during gameplay, pressing various buttons on Controller 2 will affect the game in the following ways:
Hold **Right** or **Left**—Skinny player
Hold **Up** or **Down**—Big head player
Press X—Whistle sound effect
Press □—"Boo" sound effect
Press △—Bicycle horn sound effect
Press O—Drum hit sound effect

IRRITATING STICK
Extra Lives
To start with seven lives instead of the usual three, enter the following code: At the mode select screen, highlight "1P Play" and press **Right** on the D-pad four times. Highlight "Tournament" and press **Right** on the D-pad once. Highlight "Course Edit" and press **Left** on the D-pad twice. Highlight "Option" and press **Left** on the D-pad six times. Now highlight "1P Play" and press X. You'll hear the crowd cheer to confirm the code.

JACKIE CHAN STUNTMASTER
Unlock All Levels
At the main title screen—while the words "PRESS START button" are flashing—press **L1, R2, L2, R2,** □, O, X; you'll hear a gong to confirm the code. Now all of the stages are unlocked except the Shaolin Temple.
All Dragons Collected
At the main title screen—while the words "PRESS START button" are flashing—press **L1, R2, L2, R2,** □, X, X; you'll hear a gong to confirm the code. Now all of the levels—including the secret Shaolin Temple—are unlocked and Jackie appears in his *Drunken Master* costume.
Secret Video
At the main title screen—while the words "PRESS START button" are flashing—press **Left, Right, R1,** O, □, △, △; the words "Bonus Movie PRESS X" will appear. Press X to watch the behind-the-scenes movie that you ordinarily don't get to see unless you beat the Shaolin Temple stage.

JET MOTO
Cheat Codes
Go to the Options screen and set the Difficulty to "Professional" and the Laps Per Race to "6". Press **START.** At the title screen, press O, O, O, □, △, △, □, △. You will hear a sound and a word balloon which says "Codes Enabled" will appear. You can now enter the following codes at the title screen for different effects:
2 Player vs. CPU— O, □, **R2,** O, △, **L2, Right, Up**
Double Stunt Points—**Right, Up,** O, **L2,** △, O, **R1, R2**
Unlimited Turbos—△, O, **Right, R2, Up,** □, **Up,** △
Rocket Racer—△, **Up, Up, L2, L2, Up, Up, Up**
No Resistance—□, **L1,** △, **Right, L1, Down, R2,** △
Super Ability—**Down,** O, **Left, L1, Left, Right, Left, Right**
Air Brakes—**R1, R2, Right, L2, Up,** O, **Up,** O
Ice Racing—**Up, R2, R1, Right, L1,** □, **Right, Right**
Access All Tracks
At the "Options" menu, set the Difficulty to "Amateur" and set the Trophy Presenter option to "Male". Now press **START**; when the yellow highlight appears on the menu at the bottom of the title screen, press **Up, Right, Down, Left, Up, Right, Down, Left.** Next, choose "Options" again and set the Difficulty to "Professional" and the Trophy Presenter to "Rider's Choice." Press **START** again; when the main menu reappears, press **Up, Left, Down, Right, Up, Left, Down, Right.** You'll hear a signal to confirm the code. You now have access to all of the tracks in all game modes; there's also a fourth difficulty setting called "Master" at the Options menu.

JET MOTO 2
Access All Tracks
Note: The following cheats require you to adjust settings at the Options menu. When you do so, always remember to exit the Options screen by pressing the **START** button or by highlighting "EXIT" and pressing X; if you exit by pressing the △ button, your changes won't be retained and the codes won't work.
To access all of the tracks—including the alternate tracks—follow these steps:
1) At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "5".
2) Choose "1 Player" at the main menu; highlight Lil' Dave, press X, then press △ until you get back to the main menu.
3) At the main menu, quickly press **Up, Down, Left, Right, R2, R1, L2, L1;** you won't get any confirmation of this code.
4) Return to the Options menu and set the Laps Per Race to "3".
5) Choose "1 Player" at the main menu; highlight Wild Ride, press X, then press △ until you get back to the main menu.
6) At the main menu, quickly press **Up, Left, Down, Right,** □, **R2,** O, **L2;** you will hear a signal to confirm this code.
7) At the Options menu, set the Difficulty to "Amateur" and the Turbo to "Off".
8) Choose "1 Player" at the main menu; highlight Bomber, press X, then press △ until you get back to the main menu.
9) At the main menu, quickly press **Up, Down, Left, Right, Up, Down, Left, Right;** you won't get any confirmation of this code.
10) At the Options menu, set the Difficulty to "Professional" and the Turbo to "On".
11) At the main menu, quickly press **R2, R1, L1, L2, R2, R1, L1, L2;** you will hear a signal to confirm this code. Now you can access all of the tracks.
Secret Character/Extra Difficulty Setting
At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "6". Then, at the main menu, quickly press Left, □, **Down,** △, **Right,** O, **L1, R1;** you will hear a signal to confirm this code. Now Enigma is available at the character-select screen; there's also a new difficulty setting at the options menu called "Insane."

JUDGE DREDD
Secret Codes
To enter the following codes, you must first play the game until you earn a score that's good enough to make the high score table.

When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game:
I P E M O N 7—Deformed characters
7 L O V E S E X Y 7—See the ending
I B E D S T R A W 1—10 credits
I E I K K I N—Invincibility

KNOCKOUT KINGS 2001

Secret Codes
Select the Career mode and enter any of the following cheat codes as your boxer's name to unlock secret characters or enable cheats:
K N U C K S—Unlock Ashy Knucks
S A N D E R S—Unlock Barry Sanders
G I A M B I—Unlock Jason Giambi
S E A U—Unlock Junior Seau
N O L A N—Unlock Owen Nolan
F R A N C I S—Unlock Steve Francis
B A B Y—Unlock Baby
B U L L D O G—Unlock Bulldog
C L O W N—Unlock Clown
E Y E—Unlock Cyclops
G O R E—Unlock Gorilla
1 0 0 %—Max out boxer stats
T H R O B—Throbbing boxer
I N V I N C I B L E—Invincible boxer
D O U B L E D A M A G E—Double damage against opponents
B A W—Black and white mode
S E P I A—Sepia Tone mode
N A L U—Picture of a baby appears in the corner of the screen during match
R E S E T P A S S—Disables all cheats

KURT WARNER'S ARENA FOOTBALL UNLEASHED

Secret Cheats
At the versus screen just before the game starts—Immediately following the team selection screen—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "Super field goals" code (1-2-3-Left), press Turbo once, Jump two times and Pass three times, then press Left on the D-pad.
Super field goals—1-2-3-Left
Allow stepping Off—2-1-1-Left
Power-up blockers—3-1-2-Left
Fast passes—2-5-0-Left
Super passing—4-2-3-Right
Huge head—0-4-0-Up
No first downs—2-1-0-Up
No interceptions—3-4-4-Up
Infinite turbo—5-1-4-Up
Super blitzing—0-4-5-Up
Power-up teammates—2-3-3-Up
Power-up defense—4-2-1-Up
Show field goal %—0-0-1-Down
No random fumbles—4-2-3-Down
Hide receiver name—1-0-2-Right
Big football—0-5-0-Right
Team tiny players—3-1-0-Right
Team big players—1-4-1-Right
Team big heads—2-0-3-Right
Big head—2-0-0-Right
Avengers stadium—1-1-5-Left
Show more field—0-2-1-Right
No CPU assistance—0-1-2-Down
Power-up offense—3-1-2-Up
Headless team—1-2-3-Right
Fast turbo running—0-3-2-Left
Invisible—4-3-3-Up
Hyper blitz—5-5-5-Up

LOONEY TUNES RACING

Unlock Characters & Courses
Enter any of the following codes at the main menu to unlock the corresponding character or course. You'll hear a special sound effect after entering a correct code.
Foghorn Leghorn—**Right, Right, L2,** □, □, **SELECT**
Pepe Le Pew—**Left, Right, R1,** O, □, **SELECT**
Yosemite Sam—**Left, Right, R2,** □, O, **SELECT**
Sylvester—**Left, Left, L1,** Δ, **L1, R1, SELECT**
Rocky—Δ, **Left, R2,** O, O, **SELECT**
Granny—O, Δ, Δ, **L1, R1, SELECT**
Gossamer—Δ, O, **R2, R1,** □ **SELECT**
Duck Dodgers—**L1,** □, □, Δ, O, **SELECT**
Evil Scientist—□, O, **L2, R2,** Δ, **SELECT**
Smokey The Genie—□, **L1, R1,** Δ, O, **SELECT**
Hector—Δ, **L2, L1,** Δ, □ **SELECT**
Planet Y—**Right, Left,** Δ, **L2, L1, SELECT**
Wackyland—**L1,** O, □, **R2,** Δ, **SELECT**

LUNAR: SILVER STAR STORY COMPLETE

Hidden Game
Put the "Making of *Lunar*" CD in your PlayStation and turn it on. As soon as the video begins to play, press **Up, Down, Left, Right,** Δ, **START.** You'll access a secret mini-game—similar to Atari's *Warlords*—for up to eight players.

MARVEL SUPER HEROES

Boss Codes
To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":
• Dr. Doom—Press **Down, Down,** then press and continue to hold X, then O, then **R1** (you should still be holding X and O when you press R1)
• Thanos—Press **Up, Up,** then press and continue to hold **L1,** then Δ, then □ (you should still be holding **L1** and Δ when you press □)
To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:
• Dr. Doom—Press **Down, Down** and continue to hold **Down** on the second press; wait three seconds, then press and continue to hold X, then O, then **R1** (you should still be holding **Down** + X + O when you press **R1**)
• Thanos—Press **Up, Up** and continue to hold Up on the second press; wait three seconds, then press and continue to hold **L1,** then Δ, then □ (you should still be holding **Up** + **L1** + Δ when you press □)
Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

MARVEL SUPER HEROES VS. STREET FIGHTER

Secret Characters
At the character-select screen, follow the instructions below to select alternate versions of certain characters:
• Armored Spider-Man—Highlight Spider-Man, hold **SELECT** and press any action button
• U.S. Agent—Highlight M. Bison, hold **SELECT** and press any action button
• Shadow—Highlight Dhalsim, hold **SELECT** and press any action button
• Mephisto—Highlight Omega Red, hold **SELECT** and press any action button
• Mecha-Zangief—Highlight Blackheart, hold **SELECT** and press any action button
• Dark Sakura—Highlight the Hulk, hold **SELECT** and press any action button
• Gray Hulk—Select Dark Sakura as described above, then choose the Hulk as her partner

EX Option Menu
From the main menu, select "Option." Next, press **R1,** O, **Left,** Δ, Δ very quickly. If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay.

MARVEL VS. CAPCOM

EX Options
At the main menu, move the cursor to "Option," then hold down **SELECT** and press **START.** The EX Option menu will appear.

MAT HOFFMAN'S PRO BMX

Secret Codes
At any time during gameplay, press **START** to pause the game, then enter any of the codes below. After entering each code correctly, the pause menu will shake. The effects will take place immediately after you select "Continue" to return to the game.
Perfect balance—Hold **L1** and press □, **Left, Up, Right.**
Display balance meter during grinds—Hold **L1** and press **Left,** O, □, Δ, □, O, X
Infinite Special—Hold **L1** and press **Left, Down,** Δ, O, **Up, Left,** Δ, □
Big wheels—Hold **L1** and press **Down,** O, O, **Down**
Add eight minutes to your remaining time—Hold **L1** and press □, **Up,** O, X
Point values x10—Hold **L1** and press □, O, O, **Up, Down, Down**
Point values divided by 10—Hold **L1** and press **Down, Down, Up,** O, O, □

Secret Character: Granny
Start a game in Career Mode and press **START** to pause, then select the "Retry" option from the pause menu. Continue to pause and restart; after you do this 10 times, a message will appear and Granny will become a playable character.

MEDAL OF HONOR

Secret Codes
Enter these codes at the "Password" screen under the "Options" menu. The lights on the machine will flash green after entering a correct code.
4x Firing Rate—I C O S I D O D E C
Reflecting Shots—G O B L U E
Unlimited Ammo—B A D C O P S H O W
Unlock Mission 2—Z E R S T O R E N
Unlock Mission 3—B O O T S I N K T
Unlock Mission 4—S E N F G A S
Unlock Mission 5—S C H W E R E S
Unlock Mission 6—S I C H E R U N G
Unlock Mission 7—G E S A M T H E I T

MEDAL OF HONOR: UNDERGROUND

Secret Passwords
At the main menu, select "Options," then select "Passwords." At the following screen, enter any of the passwords below to obtain the corresponding result.
R I C O C H E T—Bouncing Bullets
L A T I R E U S E—Podoski Mode
B A L L E S V I T E—4x Firing Rate
P U I S S A N C E—Invulnerability Mode
A U D D I N G U O—Wacky Taxi Mode

Unlock Everything
First, enter E N T R E Z V O U S as a password. Now you may enter any of the following passwords:
P O R T E C L E F S—Unlock everything except Panzerknacker Unleashed!
L E M O N S T R E—Unlock Panzerknacker Unleashed

MEDIEVIL II

Cheat Mode
At any time during gameplay, press **START** to pause, then hold **L2** and press Δ, O, Δ, O, O, Δ, **Left,** O, **Up, Down, Right,** O, **Left, Left,** Δ, **Right,** O, **Left, Left.** If you entered the code correctly, a new item called "Cheats" will appear in the pause menu.

MEGA MAN X4

Alternate MegaMan X
At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the O button twice, press **Left** six times, then hold **L1** + **R2** and press **START.** When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels.

Play as Black Zero
At the character-select screen, enter the following code carefully: Highlight Zero, hold the **R1** button, press **Right** six times, release **R1,** hold O and press **START.** When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

MEGA MAN X6

Start With Ultimate Armor
At the main menu, select "Game Start." At the player select screen, move the cursor to Mega Man X, then press **Up** twice, then **Down** nine times. To play as Zero, move the cursor to him and instead press **Down** twice, then **Up** nine times. You'll hear a special sound effect after entering either code correctly. When you begin the game, the player you chose will be wearing the Ultimate Armor.

MONSTERS, INC. SCREAM TEAM

Secret Codes
Enter any of the following codes at any time during gameplay. You'll see each one take effect immediately after entering it correctly.
Hold **L1** + **R2,** press O, O, O, O, Δ, □, □—99 lives
Hold **L1** + **R2,** press O, O, O, O, □, □, Δ—Full scare meter
Hold **L1** + **R2,** press O, O, O, O, □, Δ, Δ—Full health

MORTAL KOMBAT: SPECIAL FORCES

Cheat Mode
At the main menu, select "Options," then "Game Settings." Next, press **Left, Right, L1, L2, R1, R2,** □, O. After entering the code correctly, a new menu item called "Cheats" will appear on the screen. Set it to "on," then start a game and you'll have maximum experience points plus a ton of weapons and ammo.

MTV SPORTS: SKATEBOARDING FEATURING ANDY MACDONALD

Unlock All Boards, Costumes, Levels and Skaters
At the main menu, select "Single Player," then select "Lifestyle." Next, select "New Game," then input "PASWRD" as your name. Note that some of the unlocked items, like levels and skaters, will only be available in modes other than "Lifestyle."

THE MUMMY

Secret Bonus Codes
At any time during gameplay, press **START** to enter the pause menu, then choose "Quit Game" and select "Yes." Next, select "Replay Level," then "Bonus Game Modes" at the following screen. Finally, select "Enter Code" and enter any of the codes below:
Δ, X, Δ, O, □, Δ, O, X—Unlock bonus level
O, □, O, X, X, Δ, Δ, □—All weapons
X, Δ, X, □, O, Δ, □, Δ—Unlimited ammo
O, O, Δ, O, X, □, □, X—Infinite lives

MUPPET MONSTER ADVENTURE

Secret Codes
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.
Unlock all levels—**Up, Up,** □, **Down, Down,** O, **Left,** □, **Right,** O
Invincibility—**L2, R2, R1, L1, R2, L2, R2, R1, L1, R2**
Debug text—**Up, Right, R2,** □, **Left, R1, Left, Up, Left, L2**
Start with chicken weapon—□, □, O, □, O, O, □, □, O, □

MUPPET RACE MANIA

Secret Codes
Enter any of the following codes at the title screen, while "Press Start" flashes at the bottom of the screen. You'll hear a special sound effect and words will appear at the top of the screen after entering a correct code.
Unlock Fraggle Rock—X, □, X, □, X, □, Δ, O, X, □
Unlock end courses—O, Δ, □, Δ, X, Δ, □, O, Δ, X
Unlock Arches—□, O, X, O, □, Δ, O, X, O, Δ
Unlock Studio—□, □, O, O, X, O, Δ, O, Δ, □
Unlock all Muppets and vehicles—Δ, O, Δ, □, Δ, X, Δ, Δ, X, O

NASCAR RUMBLE

All Tracks & More Cars
From the main menu, select "Game Options," then move the cursor to "Load and Save" and select the "Password" item. Enter the password "C 9 P 5 A U B N A A" to unlock lots of cars and every track.

NHL GAMEDAY 2002

Bonus Codes
At the main menu, select "Options," then select "Code Entry." Next, enter any of the following codes. After entering a code, it will appear in the "Bonus Codes Activated" list.
989 SPORTS—All players have names from 989 Sports staff
ALL BOBO—All players have the last name "Bobo"
BASKETBALL—All players have the last names of NBA players
EURO LEAGUE—All players are named after NFL Europe players
OVAL OFFICE—All players have the last names of U.S. Presidents
FASHION SHOW—Cheerleader slideshow will appear after you quit a game
CREDITS—Watch the game's credits
GRUDGE MATCH—Play in the GameDay stadium
S280 CLUB—Play in the Mile High stadium
BIG PIG—Giant football
PENCILS—Thin and tall players
TINY—Fat and tall players
MUNCHKINS—Tiny players
POP WARNER—Players float above the field
ENDURANCE—Players have more endurance
LINE BUSTER—Better defensive line
SUPER FOOT—Better running back
EVEN STEVEN—Evenly matched teams

NGEN RACING

Cheats
Enter any of these codes at the "Main Hangar" screen. You'll see the effects take place immediately after entering a correct code.
400,000,000 credits—**R2, L2, R2, L1, R2, R1, R2, L1**
1st place in all races—**R1, L1, R1, R1, L2, R2, L2, L1**
Obtain all secret jets—**R1, R2, L1, L2, L2, L1, R2, R1**

NHL ROCK THE RINK

Secret Codes
After starting a new game, select "New User," then enter any of the items below as your name. You can toggle the unlocked cheats on and off at the "Rewards" screen under the main menu.
Unlock NHL teams—BAILEY
Unlock sound effects—NO CHANCE
Unlock boards—POWER SLAM

NO ONE CAN STOP MR. DOMINO

Secret Characters

To unlock Bruce as a playable character, just beat the game with either Mr. or Miss Domino. To unlock Pierre, you must achieve a score that the game considers to be "the best in the county" in all six stages:

Stage 1: Phat Tony's Casino—3,000 points or more

Stage 2: Shop 'til You drop—6,000 points or more

Stage 3: Grandpa's in The House—4,000 points or more

Stage 4: Tripping in The Park—5,000 points or more

Stage 5: Fun Park Massive—8,000 points or more

Stage 6: No one can stop Mr. Domino—5,000 points or more

To unlock the allen domino named D▲M●?O, you must achieve a score that the game considers to be "the best in the U.S." in all six stages:

Stage 1: Phat Tony's Casino—8,000 points or more

Stage 2: Shop 'til You drop—12,000 points or more

Stage 3: Grandpa's In The House—8,000 points or more

Stage 4: Tripping In The Park—9,000 points or more

Stage 5: Fun Park Massive—28,000 points or more

Stage 6: No one can stop Mr. Domino—10,000 points or more

ODDWORLD: ABE'S ODDYSEE

Level and Movie Select

Enter these codes at the main menu:

• Level Select—Hold **R1** and press **Down, Right, Left, Right,** ○, ○, □, △, ○, □, **Right, Left.**

• Movie Select—Hold **R1** and press **Up, Left, Right,** □, ○, △, □, **Right, Left, Up, Right.**

• Green Farts—Hold **R1** and press **Up, Left, Right,** □, ○, X. Now every time you fart using Gamespeak, you'll see green gas.

ODDWORLD: ABE'S EXODDUS

Checkpoint Skip

At any point in the game, hold **R1** and press ○, ○, X, X, □, □. You will skip to the next Checkpoint. Note that you will skip all the Mudokons in between and they will be considered "dead."

Stage Select

At the main menu, hold the **R1** button and press **Down, Up, Left, Right,** △, □, ○, △, □, ○, **Down, Up, Left, Right.**

Video Scene Select

At the main menu, hold the **R1** button and press **Up, Down, Left, Right,** □, ○, △, ○, □, ○, **Up, Down, Left, Right.**

POOL HUSTLER

Secret Game Mode

At the title screen—while the words "Press Start" are flashing—press **Up, Up, Down, Down,** △, △, X, X, **Left, Right,** □, ○; you'll hear a signal to confirm. You'll find a new option called "Bowliards" at the main menu; it's a billiards game that's scored like bowling.

POWER RANGERS: LIGHTSPEED RESCUE

Secret Codes

From the main menu, select "Codes," then select "Enter Code." Next, enter any of the words below to unlock the corresponding effects.

O M E G A—Level skip

U L T I M A T E—Titanium Ranger

F O R E V E R—Continues

S H O W C A S E—All galleries open

I M M O R T A L—Infinite Lives

D 4 B 7 E 1 O 9 G 7—Infinite Health

N 7 F 6 U 2 A S A 1—Infinite RPE

PSYBADEK

Cheat Passwords

G O A N Y W H E R E—Enable level select

G R E A S E D D E K—Slippery board

J E L L Y J E L L Y—Jelly mode

T O P S Y T U R V Y—Upside down mode

W A L K O N M O O N—Low gravity

D O N D A C H A O S—Invincibility

D O N T D I O N M E—Nine lives

I N L I L L I P U T—Big characters

S I Z O F A N A N T—Small characters

D E K P O W E R U P—Faster Dek

R/C STUNT COPTER

Cheat Codes

Enter these codes at the main menu screen. After entering each code, you'll hear a voice say "Cheaters never prosper" and the name of the code will scroll up from the bottom of the screen. While entering the code you may advance to different screens, but in each case the code will still work.

Down, Up, Left, Right, △, X, □, ○—All Gold in training levels

Down, Up, Right, Left, △, X, □, ○—Unlock all levels

Up, Down, Left, Right, △, X, □, ○—Your name can be three letters longer

L2, R2, L1, R1, △, X, □, ○—Mega Points

Up, Down, Left, Left, X, □, ○, △—Unlock movie (selectable from the Options menu)

R-TYPE DELTA

Invincibility

At any time during gameplay, press **START** to pause the game. Next, hold **L2** and press **Right, Right, Left, Right, Left, Left, Right, Left, R2, Up, Up, Down, Down, Up, Down, Up, Down, R2.** You'll hear a special sound effect after entering the code correctly. When you unpause the game, your ship will be invincible.

R-TYPES

Invincibility

At any time during gameplay, press **START** to pause the game. Next, hold **L2** and press **Right, Right, Left, Right, Left, Left, Right, Left, R2, Up, Up, Down, Down, Up, Down, Up, Down, R2.** You'll hear a special sound effect after entering the code correctly. When you unpause the game, your ship will be invincible.

Increase Speed

Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left.** ○.

Decrease Speed

Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left,** X.

Use Any Weapon

Pause the game, hold **L2** and press **Right, Up, Left, Right, Down, Left, Up, Right** and either △, □, X, or ○ to equip yourself with a different weapon.

Level Select

Highlight either *R•Type* or *R•Type II* at the title screen, quickly press **L2** ten times, then **R2** ten times; you'll hear a sound to confirm. Now begin a new game and press the **START** button to pause; you can choose any stage with the stage-select option at the pause menu.

RAGE RACER

Mirror Mode

At the Car Select menu, highlight "Race Start," hold **L1 + R1** and press **START** and continue to hold all three buttons down. When the race starts, all of the graphics will be horizontally reversed.

Custom Logo Colors

At the Team logo design screen, highlight any color on the color palette, hold **L1 + L2 + R1 + R2** and press **SELECT**; you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the palette, highlight it, press **Up** or **Down** to highlight the red, green or blue pigment box, then hold the **R1** or **R2** button and press **Up** or **Down** to adjust the amount of pigment you'd like to have mixed into the final color. With the RGB boxes on the screen, press **SELECT** repeatedly to toggle the guide markers in the small paint window, including a new "cross" marker which helps you to line up elements in the box.

RAINBOW SIX

Main Menu Cheats

Enter the following codes at the main menu. A message will appear after entering a code correctly.

All levels—Hold **L1** and press ○, X, ○, □, □, △, X, X

All Items—Hold **L1** and press △, X, X, ○, □, ○, X, △

Invincibility—Hold **L1** and press □, X, △, △, X, □, ○, ○

Invincible hostages—Hold **L1** and press ○, ○, □, △, X, △, X, ○

No terrorists—Hold **L1** and press △, ○, ○, △, □, X, △, ○

All operatives revived—Hold **L1** and press △, △, X, ○, ○, X, □, □

Reveal map—Hold **L1** and press X, ○, □, △, △, □, ○, X

No locked doors—Hold **L1** and press △, □, □, △, X, ○, □, △

Turn off Victory Conditions—Hold **L1** and press ○, △, △, X, ○, □, X, △

All attributes set to maximum—Hold **L1** and press X, □, △, △, ○, □, X, X

Watch ending—Hold **L1** and press □, △, □, ○, ○, X, △

In-Game Cheats

At any time during gameplay, press **START** to pause, then enter any of the codes below. For the Extra weapon and Extra pistol codes, you will receive a different weapon or pistol each time you input the code. Some of the main menu cheats above may also work during the middle of a game.

Restore ammo—Hold **L1** and press □, □, ○, △, X, △, X, △

Extra weapon—Hold **L1** and press X, ○, ○, △, □, X, □, ○

Extra pistol—Hold **L1** and press X, △, □, ○, □, X, △, □

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters

Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:

S M 1 4 N—Unlock George

S 4 V R S—Unlock Lizzie

L V P V S—Unlock Ralph

N 0 T 3 T—Unlock Myukus

B 1 G 4 L—Unlock Purple Myukus

S R Y 3 D—Unlock Noobus

Note that you can only have one of the three allen characters unlocked at any time.

Cheat Menu

Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives.

RAMPAGE THROUGH TIME

Secret Passwords

From the main menu, select "Password," then enter any of the passwords below. Upon entering a correct code you'll immediately return to the main menu.

1 2 3 4 5—Unlock "Cheat" menu within "Options"

J O M 3 L—Unlock Neo Techno, Jurassic and Scumlabs stages in Challenge mode

J 0 5 H S—Power Meter always full

RAYSTORM

Free Play Mode

When the words "Press Start Button" appear at the title screen, hold **L1 + L2 + R1 + R2** and press **START**; when the main menu appears, continue to hold **L1 + L2 + R1 + R2** and press **Up** seven times, then **Down**, then **Up** four times, then **START**; you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option; turn it off to get infinite credits.

RAZOR FREESTYLE SCOOTER

Unlock Everything

At any time during gameplay, press **START** to pause the game, then press **Right, Down, Right, Left, Right, Down, Right, Right.** A special message will appear at the top of the screen after entering the code correctly. You may have to quit the current game to observe all of the unlocked items.

REBOOT

Secret Codes

Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.

• Free Shield with Every Glitch pick-up—**Down, R1, Left, Right, Down, L2, R2, Left, Right, Up**

• Full Glitch Energy—**Right, L1, Up, Right, Down, L1, R1, Up, Down, Left**

• Play as Enzo—**Up, Left, Down, Left, Down, L1, R1, Right, Down, Right**

• Play as Dot Matrix—**Left, R1, Right, Up, Down, R2, L1, Right, Up, Down**

RESIDENT EVIL

Rocket Launcher

If you finish the game in less that three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot.

Special Key

In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key inside the closet, you can change your character's clothes.

RESIDENT EVIL: DIRECTOR'S CUT

Easier "Advanced" Mode

Choose "New Game" from the main menu, then highlight "Advanced" and hold **Right** on the D-pad for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

RESIDENT EVIL 2

Secret Photo

In the S.T.A.R.S. office, check Wesker's desk—it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original *Resident Evil*.

Alternate Clothes

Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original *Resident Evil*. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you will be able to change into a different set of clothing at any time.

Bonus Weapons

If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-and-a-half hours, you get both of these "Infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.

Secret Character: Hunk

To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "Infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him.

Secret Character: Tofu

To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

RESIDENT EVIL 2 (DUAL SHOCK VERSION)

Extreme Battle Mode

Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level.

ROLL AWAY

Secret Codes

Each of the following codes can be entered at any time during the game (not while paused):

• Chess pattern background—**L1,** ○, **Left, Right, L2, Left, R2, R2**

• Enable motion blur—**Right,** ○, **L2,** ○, **R1,** □, ○

• Extra 30,000 points—□, **Up, Down, L2, R1,** △, X, △ (works only once per level)

• Temporary invincibility—**Right, Down, L1, R2, R1**, O, Δ, □
• 30 extra seconds in Time Trial mode—O, **L1**, Δ, Δ, O, X, Δ, **Down** (works only once per level)
• Warp to bonus stage—Δ, **Up**, Δ, **L2, L1, L2**, □, X
• Clear screen in bonus stage—**Right**, O, □, **L1**, □, O, O, □

RUSHDOWN
Unlock All Tracks
At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right**, Δ, O, Δ, O. Now all of the tracks will be available when you select Arcade Mode.

SAN FRANCISCO RUSH
Secret Vehicles
Choose any vehicle, then select your transmission type with the X button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears:
• Hold Δ to race in a U.F.O.
• Hold **L1** to race in a pick-up truck
• Hold **R1** to race in a British sportster
When the race starts, you'll be driving the vehicle you chose.

THE SIMPSONS WRESTLING
Secret Codes
Each of the following codes can be entered at the title screen (while the words "PRESS START" are flashing). You can also enter the codes at the "Paused" menu during gameplay. A message will appear at the top of the screen to confirm each code. To reverse the effects of a code, just enter the same code again.
O, **Up, Up, Down, Down, Left, Right, Left, Right**—Unlocks the "Bonus Match Up" option at the main menu; from here you can start a match with nearly any character in any stage.
O, **Left, Up, Left, Down, R1**—Unlock Bumblebee Man
O, **Left, Up, Left, Down, L1**—Unlock Moe Szyslak
O, **Left, Up, Left, Down, R2**—Unlock Professor Frink
O, **Left, Up, Left, Down, L2**—Unlock Ned Flanders
O, **R1, R1, R1, Down, Up**—Infinite energy
O, **R1, R1, R1, Right, Left**—If your Health reaches zero, you automatically lose
O, **R1, R1, R1, Up, Down**—Activates Multi-Rope Attack
Up, Up, Down, Down, Left, Right, Left, Right, O, **L2**, O, **R2**, O, **L1**, O, **R1**—Activates Mirror Matches
O, **L1, L1, L1, Up, Down**—Activates big heads
O, **L1, L1, L1, Left, Right**—Activates "Flat Land,' which flattens all the characters in the game
O, **Right, Up, Right, Down**—Black outlines in the characters are not drawn
O, **L1**, O, **L1**, O, **R1**, O, **R1**—Activates a funnier version of the credits sequence (choose "Credits" at the Options menu) which is usually only accessible after completing all three circuits.
O, **L1**, O, **R1**, O, **L2**, O, **R2**—Activates "Big Ape Mode," which gives all of the characters huge arms.
O, **R2, R1**, O, **R2, R1**—With this code in place, you'll fight in a special "Big Ape" arena that shows a picture of the game's creators (drawn as Simpsons characters) on the mat. If you enter the code at the "Paused" menu during a game, you must quit and start a new match to fight in the secret arena.

SLED STORM
Passwords
Enter the following passwords from the password entry screen under "Load/Save" at the options menu.
Ryan / Storm Sled—O, Δ, □, **R2, R2, L1**, X, Δ
Tracey / Storm Sled—O, Δ, □, Δ, **R2, L1**, X, Δ
Gio / Storm Sled—O, Δ, □, **L1, R2, L1**, X, Δ
Travis / Storm Sled—O, Δ, □, **R1, R2, L1**, X, Δ
Nadia / Storm Sled—O, Δ, □, **R2, L1**, X, Δ
Jay / Storm Sled—O, Δ, □, O, **R2, L1**, X, Δ
Jackal / 400cc—**L2**, L2, O, **R2**, □, **R1, L1**, Δ
Sergei / 400cc—□, **L1**, □, **L2**, Δ, **R2**, X, O
Sergei / Storm Sled—O, Δ, □, X, **R2, L1**, X, Δ
Unlock Demo Track—**R2, L1**, Δ, □, Δ, **R1**, O, X
Unlock Glacial Grind, Goat's Bluff, Perilous Pass, Lost Peak—□, X, **R2**, □, O, **R1**, O, Δ
Unlock Super Snocross 3 through 6—**R2**, Δ, X, **R2**, Δ, □, O, X
"Fog" available in Track Select—□, **L1**, X, □, **R2**, X, Δ, O
"Mirror" available in Track Select—O, **L1, R2, R2, R1**, X, Δ, **L2**

SMALL SOLDIERS
Cheat Passwords
O, O, Δ, Δ, O, X, □, X—Invincibility
Δ, Δ, O, O, O, X, □, X—All Weapons

THE SMURFS
Level Select
From the main menu, select "New Game," then select "It's No Picnic." At the Choose Level screen that appears next, press **L1, Up, Up, Down, Up, Left, Left, Up, R2**. You'll hear a special sound effect if you've input it correctly and you'll be able to select any level.

SOVIET STRIKE
Cheat Password
Enter the password T H E B I G B O Y S to play with infinite ammo, fuel, armor and attempts. (If one of these items should run out, it will be instantly refilled.)

SPACE JAM
Secret Options Menu
At the main menu, choose "Options", then highlight "Game Options", hold **L1 + L2 + R1 + R2** and press X. You'll find a secret options menu that lets you adjust the game's gravity and character sizes as well as changing the court. Note: After you change these options, you must press X to exit; if you press any other button, the changes may not be in effect.

SPAWN: THE ETERNAL
Cheat Codes
Each of the following codes can be entered while the game is paused:
• Temporary invisibility—Hold **L1 + R1** and press □, □, O, O, Δ, X
• Temporary invincibility—Hold **L1 + R1** and press Δ, Δ, X, X, □, O
• All power-ups—Hold **L2 + R2** and press Δ, O, □, X, Δ, X
• All inventory—Hold **L2 + R2** and press X, □, O, Δ, □, O
• Refill health meter—Hold **L1 + R1** and press X, O, Δ, □, X, O
• Refill Magic—Hold **L1 + R1** and press Δ, O, X, □, Δ, O
• Skip current level—Hold **L1 + R1 + L2 + R2** and press Δ, X, □, O, O, O

SPEC OPS: RANGER ELITE
Invulnerability
At the main menu, select "One Player Game." Next, enter R O C K S T A R as your name at the following screen. When you begin the mission, press **START** to enter the pause menu. A new menu item, "Invulnerable" may now be toggled on and off.

SPECU RACER
Access All Cars
At the car select screen, hold **L1 + L2 + R1 + R2 + SELECT + Down** and press Δ; now all of the cars in the game will be available.
Extra Camera Views
During a race, press **START**; while the game is paused, press **Right** five times, then **Left** five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings.
Change the Time of Day
At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:
• Hold **L1 + L2** to race in bright daylight
• Hold **R1 + R2** to race at night
• Hold **L1 + L2 + R1 + R2** to race at twilight

SPICE WORLD
Giant Spice
At the menu screen where your character walks across the globe, hold the **START** button and press O, □, O, □
Hidden Messages
Also at the "globe" menu, hold the **START** button and press O, Δ, Δ, O. You'll see the code on the screen to confirm. Now hold **START + SELECT** and press O, O, O, O to see a hidden message. You can also try Δ, Δ, Δ, Δ or □, □, □, □; repeat each code to turn the corresponding message off.
Handbag Code
At the globe menu, hold the **START** button and press □, Δ, O, Δ. With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor.
Naked Spice Code
At the globe menu, hold the **START** button and press O, Δ, Δ, O. Next, press **L1 + L2 + R1 + R2 + START + SELECT** simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

SPIDER: THE VIDEO GAME
Cheat Codes
Press **START** at any time during the game to pause, then enter either of the following codes at the pause screen:
• Red Energy + Weapon Power-Up—Press Δ, X, X, X, O, X, □, Δ, X, Δ, O. Repeat whenever necessary.
• Change into a Flea—Press Δ, □, O, Δ. Repeat the same code to change back into the spider.

SPIDER-MAN
Cheats
From the main menu, select "Special," then select "Cheats." At this screen, you may enter any of the cheats below. Note the spaces in some of them. After entering a correct code, you'll hear a special sound effect, plus a short description of the code will appear on the screen.
Symbiote Spidey costume—BLKSPIDR
Spidey 2099 costume—TWNTYNDN
Captain Universe costume—S COSMIC
Spidey Unlimited costume—PARALLEL
Scarlet Spider costume—LETTER S
Amazing Bag Man costume—AMZBGMAN
Ben Reilly costume—BNRELLY
Peter Parker costume—MJS STUD
Quick Change costume—ALMSTPKR
Storyboard viewer—CGOSSETT
All 6 game comic covers—ALLSIXCC
Level select—XCLSIOR
All 32 comic covers—CMC BUFF
Movie viewer—WATCH EM
Character viewer—CVIEW EM
What if contest—GBHSRSPM
Big head—DULUX
Joel Jewett as J. Jonah Jameson—RULUR
Invulnerable—RUSTCRST
Infinite webbing—STRUDL
Unlock almost everything—EEL NATS

SPIDER-MAN 2: ENTER ELECTRO
Cheat Codes
From the main menu, select "Special," then select "Cheats" and enter any of the following codes. After entering each one correctly, Stan Lee will exclaim, "Excelsior!"
A U N T M A Y—Unlock Level Select, all costumes, all Gallery items and all Training items
A L I E N—Big head
S T A C E Y D—Big feet
V V I S I O N S—"What If" Mode

SPOT GOES TO HOLLYWOOD
Cheat Mode
At the title screen, press Δ, **Up, Right, Down, Left**, Δ, **Left, Down, Right, Up**, Δ. A new option called "Cool" will appear on the main menu. Select it to find an option called "Open Levels". Press X to open the levels, return to the main menu and choose "Start" and "Continue Game", then press X at the password screen. When the stage-select screen appears, you'll find that you can access any level.
Infinite Lives
With the cheat mode activated as described above, just press **START** during the game to pause, then press □ while paused to give yourself 50 extra lives at any time.

SPYRO THE DRAGON
99 Lives
At any time during the game, press **SELECT**, □, □, □, □, □, O, **Up**, O, **Left**, O, **Right**, O, **START**.

SPYRO 2: RIPTO'S RAGE!
Cheat Codes
At any time during gameplay, press **START** to pause the game, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. Each code's effects will take place as soon as you unpause the game, except for the "View credits" code, which will take effect immediately.
Learn all abilities—O, O, O, O, □
Big head mode—**Up, Up, Up, Up, R1, R1, R1, R1**, O
Parappa mode—**Left, Right, Left, Right, L2, R2, L2, R2**, □
View credits—□, O, □, O, □, O, **Left, Right, Left, Right**
Find Gems
At any time during gameplay, press **L1 + R1 + R2**. Spyro will point in the direction of the nearest gem for as long as you hold these buttons down.
Change Spyro's Color
At any time during gameplay, press **START** to pause the game, then press **Up, Right, Down, Left, Up**, □, **R1, R2, L1, L2, Up, Left, Down, Right, Up**. You'll hear a special sound effect after inputting it correctly. Then, press any of the buttons below to change Spyro to the corresponding color. The code's effects will take place as soon as you un-pause the game.
Red—O
Blue—X
Pink—□
Green—Δ
Light—**Up**
Dark—**Down**

SPYRO: YEAR OF THE DRAGON
Secret Codes
At any time during gameplay, press **START** to pause the game, then enter any of the following codes. You'll hear a special sound effect after entering a correct code; note that you may also hear other sound effects while entering a code.
Big head Spyro—**Up, R1, Up, R1, Up, R1**, O, O, O, O
Flat Spyro—**Left, Right, Left, Right, L1, R1, L1, R1**, □, O
Dark Spyro—**Up, Left, Down, Right, Up**, □, **R1, R2, L1, L2, Up, Right, Down, Left, Up, Down**
Light Spyro—**Up, Left, Down, Right, Up**, □, **R1, R2, L1, L2, Up, Right, Down, Left, Up, Up**
Blue Spyro—**Up, Left, Down, Right, Up**, □, **R1, R2, L1, L2, Up, Right, Down, Left, Up**, X
Green Spyro—**Up, Left, Down, Right, Up**, □, **R1, R2, L1, L2, Up, Right, Down, Left, Up**, Δ
Magenta Spyro—**Up, Left, Down, Right, Up**, □, **R1, R2, L1, L2, Up, Right, Down, Left, Up**, □
Red Spyro—**Up, Left, Down, Right, Up**, □, **R1, R2, L1, L2, Up, Right, Down, Left, Up**, O

STAR SLADRAGON
Play as Bilstein
At the character-select screen in arcade mode, highlight Hayato, hold **SELECT**, move the cursor all the way over to the right to Gore and press X, O, X, O, □, □, □, Δ, Δ, Δ, then O + X simultaneously. You'll hear a signal to confirm the code and an arrow will appear. Press **Right** to find Bilstein.
Play as Kappah
Note: You must enter the "Play as Bilstein" code above before you can play as Kappah. At the character-select screen in arcade mode, highlight Bilstein, hold **SELECT**, move the cursor all the way over to the left to Hayato, then press O, □, Δ, □, X, □, Δ, □, Δ, □, then Δ + X simultaneously. You'll hear a signal to confirm the code and another arrow will appear. Press **Left** to find Kappah.
Play as Blood
Note: You must enter the "Play as Kappah" code above before you can play as Blood. At the character-select screen in arcade mode, highlight Hayato, hold **SELECT**, move the cursor left to Bilstein, press X, □, X, □, X, □, then press **Right** to highlight Kappah and press O, Δ, O, Δ, O, Δ, then press **L1 + R1** simultaneously. You'll hear a signal to confirm the code and Blood will appear to the right of Kappah.

STAR TREK: INVASION
Unlock Everything
At the "Stellar Cartography" screen, press **Up, Left, Down, Right, Up, Right, Down, Left, Up, L1 + R1, L2 + R2**. Each of the last two combinations of buttons must be pressed precisely at the same moment or the code won't work. The screen will flash white and the words "Cheats On" will appear after entering the code correctly.

STAR WARS: DEMOLITION
Secret Passcodes
At the main menu, select "Options," then select "Preferences." Next, press **R1 + L1** and a passcode entry interface will appear. Now you can enter any of the items below. For the first code, you won't receive any special confirmation after entering it, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked characters will become available, plus Darth Maul, Boushh and Lobot.
Unlock characters—WATTO_SHOP
Watch some movies—SAD_MOVIES
Watch more movies—MOVIE_SHOW

STAR WARS EPISODE I THE PHANTOM MENACE
Debug Menu
At the main menu, move the cursor to "Options" and press Δ, O, **Left, L1, R1, R2**, □, O, **Left**. You'll hear a special sound effect if the code was entered correctly. To access the Debug Menu, hold **L1 + SELECT** and press Δ.

STAR WARS: MASTERS OF TERAS KASI
Secret Characters
To gain additional characters at the fighter select screen, you must perform the following tasks with the "Player Change at Continue" option set to "No" at the Options menu:

• To access Darth Vader, play as Luke Skywalker and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.
• To access a Stormtrooper, play as Han Solo and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.
• To access Princess Leia in her "Jabba's Slave" costume, play as Princess Leia and beat the game in "Arcade" mode at the "Jedi" difficulty setting.
• To access Jodo Kast, play the game in "Survival" mode and defeat seven or more characters.
• To access Mara Jade, set the game's difficulty to "Jedi" and hold L1 + L2 + R1 while entering "Team" mode (you should see a message that says "Battle for Mara Jade") and defeat all of your opponents in this mode.

Arena Select
Play as Chewbacca and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher. Once you've done this, you'll see a menu that allows you to choose which stage you'd like to fight in whenever you play in "Practice" and "Arcade" modes.

STREET FIGHTER ALPHA

Secret Characters
To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered *very quickly*. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing **Down**.
M. Bison (Player 1)—Hold the **L2** button and press **Left, Left, Down, Down, Left, Down, Down**, then □ + △ simultaneously.
M. Bison (Player 1)—Hold the L2 button and press **Right, Right, Down, Down, Right, Down, Down**, then □ + △ simultaneously.
To choose the alternate-color Bison, end the code by pressing × + ○ simultaneously instead of □ + △.
Akuma (Player 1)—Hold the L2 button and press **Left, Left, Left, Down, Down, Down**, then □ + △ simultaneously.
Player 2—Hold the **L2** button and press **Right, Right, Right, Down, Down, Down**, then □ + △ simultaneously.
To choose the alternate-color Akuma, end the code by pressing × + ○ simultaneously instead of □ + △.
Dan (both players)—Hold the **L2** and **R2** buttons and press △, □, ×, ○, △.
To choose the alternate-color Dan, hold **L2** and **R2** and press △, ○, ×, □, △.

STREET FIGHTER ALPHA 2

Play as "Classic" Chun-Li
At the character-select screen with the "shortcut" turned off, highlight Chun-Li, hold the **SELECT** button for at least three seconds, then press any button to choose her before releasing **SELECT**. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*; now her fireball is a "charged" move.
Play as "Shin" (True) Akuma
At the character-select screen with the "shortcut" turned off, highlight Akuma, hold the **SELECT** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma. Now press and hold **SELECT** for one second, then press an action button to choose Akuma before releasing **SELECT**. The D-pad directions for the above pattern is as follows: Start at Akuma, then **Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right**.
Fight Against "Shin" (True) Akuma
Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not re-appear.
Mid-Level Bosses
Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.
Choose a Victory Pose
After you defeat your opponent—but before the "K.O." symbol appears—hold the **SELECT** button and one of the Punch or Kick buttons to choose from up to six different winning poses. Not all characters have six poses, however.

STREET FIGHTER ALPHA 3

Dhalsim's Wife
Choose Dhalsim as your character. During the loading screen, just before the first round, hold □ + R2. Dhalsim's wife will appear and cheer you on through the whole match on any stage. The same button combination applies even if the button configuration is remapped.
Unlock Guile
Select any character in World Tour mode. When you have cleared 19 courses and reached level 27, clear the USA course and Guile will be your final boss. If you defeat him, Guile will be selectable in any mode. Guile will also be unlocked automatically after 96 hours of gameplay.
Unlock Evil Ryu
After you defeat Guile, another level will open. Defeat all of the characters in this new level and the final boss will be Evil Ryu. If you defeat him, Evil Ryu will be selectable in any mode.
Unlock Shin Akuma
After you defeat Evil Ryu, yet another level will open. Defeat all of the characters in this level and the final boss will be Shin Akuma. If you defeat him, you will be able to choose Shin Akuma by highlighting Akuma at the character select screen and pressing L2.
Unlock Arcade Balrog
Clear the USA course in World Tour Mode, or play the game for eight hours. Once you've achieved either goal, you will be able to choose Arcade Balrog by highlighting Balrog at the character select screen and pressing L2.
Unlock Team Battle Mode
Clear the China course in World Tour Mode, or play the game for 16 hours.
Unlock Survival Mode
Clear the Point 48106 course in World Tour Mode, or play the game for 24 hours.
Unlock Dramatic Battle and Final Battle
Clear Arcade mode on the hardest difficulty level.

STREET FIGHTER COLLECTION

Super Street Fighter II Turbo: Play as Akuma
At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three **PUNCH** buttons and the **START** button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma.
Super Street Fighter II Turbo: Play Against Akuma
Play a one-player game in Arcade Mode at any difficulty level without losing a single match; you must also try to defeat each opponent as quickly as possible. If your total playing time is low enough by the time you reach the final battle against M. Bison, you'll see Akuma jump into the screen and defeat Bison for you; now you must fight Akuma instead.
Super Street Fighter II Turbo: Remove Super Meter
At the character-select screen, choose your fighter with the □ (Jab) button, then release □ and quickly enter one of the following codes before the airplane flies across the map:
For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Balrog or M. Bison—Press **Left** and **Right** repeatedly on the D-pad while repeatedly tapping □
For E. Honda, Chun-Li, Guile, Dhalsim, T. Hawk, Dee Jay, Vega or Sagat—Press **Up** and **Down** repeatedly on the D-pad while repeatedly tapping □
If you've done this correctly, your character's color will change and you'll hear a shout to confirm. When the fight begins, you'll be playing without your Super meter.
Street Fighter Alpha 2 Gold: Play as Cammy
To unlock Cammy as a playable character in *Street Fighter Alpha 2 Gold*, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M"; now you can play as Cammy—in "Versus" mode only—by highlighting M. Bison at the character-select screen and pressing the **START** button twice.
Street Fighter Alpha 2 Gold: Alternate Characters
• To play as special versions of certain characters with no "Super" meters, simply press **START** while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat and M. Bison.
• If you press **START** twice while Ryu or Chun-Li are highlighted, you can play as "Evil" Ryu or the *Street Fighter II Champion Edition* version of Chun-Li, respectively.
• To play as "Extra" Sakura (with six different costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press **START** five times.

STREET FIGHTER EX PLUS ALPHA

Hidden Characters
At the Mode Select Screen, highlight "Practice" and press **SELECT, Up, Right, Down, Right, SELECT**. You will hear a sound and see "HERE COMES A NEW CHALLENGER" at the bottom of the screen. You can now select four new characters in any mode of the game: Evil Ryu, Evil Hokuto, Cycloid Gamma and Cycloid Beta.
Hidden Bonus Game
Again, in the Mode Select Screen, highlight "Practice" and press **SELECT, Up, Up, Right, Up, Right, Up, SELECT**. You will hear a sound and see "HERE COMES A NEW GAME MODE" at the bottom of the screen. Enter the Practice Mode and you will see a new option called "Bonus Game". You can now play a 3-D version of the barrel-breaking bonus stage from the original *Street Fighter II*.

STREET FIGHTER EX2 PLUS

Unlock All Hidden Characters
At the "Mode Select" screen, move the cursor to "Bonus Game," then press **SELECT, SELECT, Up, SELECT, SELECT, SELECT, Up, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT**.
Unlock All Bonus Games
At the "Mode Select" screen, move the cursor to "Bonus Game," then press **SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, Up, SELECT, Right, SELECT, SELECT, SELECT**.
Unlock Maniac Mode
At the "Mode Select" screen, move the cursor to "Practice" then press **SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, Down, SELECT, SELECT, SELECT, Down, SELECT, Right, SELECT, Down, SELECT, SELECT, SELECT, SELECT**. Maniac Mode will appear under Practice Mode/Trial Mode.
Unlock Sample Data
At the "Mode Select" screen, move the cursor to "Practice," then press **SELECT, Down, SELECT, Left, SELECT, Up, SELECT, Up, SELECT, Right, SELECT, Up, SELECT, Left, SELECT, Up, SELECT, Right, SELECT**. The "Sample" option will appear in the pause screen only in Maniac Mode.

SUPER PUZZLE FIGHTER II TURBO

Play Against Devilot
To play against Devilot in a one-player game, you must accomplish five different things:
1. Defeat an opponent within one minute in one round.
2. Have at least one Super Combo.
3. Have a "Max. Chain" of 4 or more.
4. Have a "Max. Power Gem" of 20 or more.
5. Reach Stage 7 without using any continues.

Play Against Dan
To play against Dan in a one-player game, you must accomplish five different things:
1. Never defeat an opponent within one minute in one round.
2. Never perform a Super Combo.
3. Have a "Max. Chain" of 3 or less.
4. Have a "Max. Power Gem" of 18 or less.
5. Use at least one continue before reaching Stage 7.

Secret Characters
Each of the following codes works at the character-select screen in all modes except Street puzzle mode.
Akuma (Player 1)—Highlight Morrigan, hold **SELECT**, press **Down, Down, Down, Left, Left, Left**, ○
Akuma (Player 2)—Highlight Felicia, hold **SELECT**, press **Down, Down, Down, Right, Right, Right**, ○
Dan (Player 1)—Highlight Morrigan, hold **SELECT**, press **Left, Left, Left, Down, Down, Down**, ○
Dan (Player 2)—Highlight Felicia, hold **SELECT**, press **Right, Right, Right, Down, Down, Down**, ○
Devilot (Player 1)—Highlight Morrigan, hold **SELECT**, press **Left, Left, Left, Down, Down, Down**, ○ (same as Dan code, but you must press ○ at the exact moment when the timer is at the 10-second mark)
Devilot (Player 2)—Highlight Felicia, hold **SELECT**, press **Right, Right, Right, Down, Down, Down**, ○ (same as Dan code, but you must press ○ at the exact moment when the timer is at the 10-second mark)
Hsien-Ko's Sister (Player 1)—Highlight Morrigan, hold **SELECT**, press **Right**, ○
Hsien-Ko's Sister (Player 2)—Highlight Felicia, hold **SELECT**, press **Left, Left**, ○
Anita (Player 1)—Highlight Morrigan, hold **SELECT**, press **Right, Right**, ○
Anita (Player 2)—Highlight Felicia, hold **SELECT**, press **Left**, ○

TARZAN

Stage Select
At the main menu, press **Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down**. A new menu item, "Cheats" will appear. After entering this menu, you can press **Right** and **Left** to cycle through the different lists of stages.
In-Game Cheat Menu
To access a second cheat menu, enter the code above. Before you enter the "Cheats" menu, press **L1, R1, L1, R1, L1, R1, L1, R1, L2, R2**. You'll hear a special sound effect after inputting it correctly. When you press **START** to pause during gameplay, a new menu item, "Cheat Menu" will appear.

TIME CRISIS

Secret Cheat Menu
At the title screen, shoot the black area in the upper portion of the letter "R" in the *Time Crisis* logo two times, then shoot the center of the target next to the letter "E" two times. A secret menu will appear that allows you to start with up to nine lives, gain infinite continues ("Coin=Free") and never have to reload ("Shot=Free").

TOMB RAIDER

Stage Skip
During the game, press **SELECT** to access the inventory screen, then press **L2, R2, L1,** ○, △, **L1, R2, L2**. You'll hear a moan to confirm the code. Now exit the inventory screen and you'll warp to the end of the current stage.
Access All Weapons
During the game, press **SELECT** to access the inventory screen, then press **L1,** △, **R2, L2, L2, R2,** ○, **L1**. You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons.
Note: The above codes only work while you're using Control Method 1. If you're using Control Method 2 or 3, just press **Down** at the inventory screen and select the "Controls" option. Switch to Control Method 1 and you'll be able to enter the codes as described above; once you've entered the code, you can switch back to your preferred control method and continue the game.

TOMB RAIDER II

All Weapons & Items
Using the **R2** button, step left, step right, then left. Switch to the **R1** button and walk backwards, then forwards. Turn completely around three times, then do a backwards jump and hit the Roll button (○ in the default control configuration) to face the opposite direction in mid-air. If you did it right, you will hear a rifle load. You'll get all weapons fully loaded up to 999 shots, 99 big and small HealthPaks and 99 flares.
Level Skip
Using the **R2** button, step left, step right, then left. Switch to the **R1** button and walk backwards, then forwards. Turn completely around three times, then do a forward jump and press the Roll button (○ in the default control configuration) to face the opposite direction in mid-air. Lara will freeze in mid-air and you'll warp to the end of the current level.

TOMB RAIDER III

Bonus Level
If you manage to find all of the 59 secrets in the game, a bonus level called All Hallows will be unlocked.
Secret Room
To find a secret little room in Lara's mansion, go behind the diving board and push the button you find there. A door will open up near the stairway in the main hall. There's a lever. Pull the lever, do a flip, hit the sprint button and head for the door across the way before it closes. Inside is a collection of Lara's prizes.

Cheat Codes
These codes can be entered at any time during gameplay (not while paused). You must enter them fairly quickly:
• All Weapons, Items & Ammo—**L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2, L2, R2, L2, L2, R2**. Lara will scream if you've entered the code correctly.
• Level Skip—**L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2**. Lara will say "No" if you enter the code correctly.
• All Secrets—**L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, R2, L2, L2, R2, L2, L2, R2, L2**. Lara will sigh if you enter the code correctly. This code gives you credit for finding all of the secrets in the current level. Remember to enter this code on EVERY level if you want to access the secret All Hallows stage.
• Racetrack Key (in Lara's Home)—**R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, R2, L2, L2, L2, R2, L2, L2**. Enter this code in Lara's Mansion and you'll get a key that unlocks the dune buggy track outside.
• Refill Health—**R2, R2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2**. You'll hear Lara wince when you enter this code correctly.

TOMB RAIDER CHRONICLES

Get Every Item for the Current Level
At any time during gameplay, press **SELECT** to enter the sub-screen. Then, hold **Down + R1 + R2 + L1 + L2** and press △. You won't receive any special confirmation for entering this code correctly, but if you look at the sub-screen again, you'll see new items in your inventory.
Unlimited Medipacks & Ammo, Plus Revolver & LaserSight
At any time during gameplay, press **SELECT** to enter the sub-screen, then move the cursor to the Timex-TMX. Next, hold **Up + R1 + R2 + L1 + L2** and press △. You won't receive any special confirmation for entering this code correctly, but if you look at the sub-screen again, you'll see the changes reflected in your inventory.
Special Features
At any time during gameplay, press **SELECT** to enter the sub-screen, then move the cursor to the Timex-TMX. Next, hold **Down + Circle + R1 + R2 + L1 + L2** and press △. You won't receive any special confirmation for entering this code correctly. Next, press **START** to pause the game, then select "Quit." When you return to the title screen, you'll see a new menu item called "Special Features."

TOMB RAIDER: THE LAST REVELATION

Skip Level
At any point during a game, face exactly north (use the compass on the inventory screen to check your orientation). Then, in the inventory screen, highlight "Load," hold **L1 + L2 + R1 + R2 + Up** and press △. If the compass needle is not pointing precisely north, the code won't work.

TOMORROW NEVER DIES

In-Game Codes
At any time during the game, press **START** to pause and enter any of these codes in. The game will automatically un-pause after a correct code has been entered. You may re-enter the same code to turn its effects off. Entering the "Debug Info" code multiple times will allow you to view different screens of debugging output.
100% Health—**SELECT, SELECT**, O, O, **Up, Up, SELECT**
Invincible—**SELECT, SELECT**, O, O, △, △, △, △
Invulnerable to Enemy Bullets—**SELECT, SELECT**, O, O, △, **SELECT**
Max. Weapons—**SELECT, SELECT**, O, O, **L1, L1, R1, R1**
Complete Mission—**SELECT, SELECT**, O, O, **SELECT**, O
Run faster—**SELECT, SELECT**, O, O, □, □, O, O
Main Menu Codes
Enter these cheats at the main menu. You'll hear a special sound effect after entering a correct code. Movies can be accessed from the "Options" screen. For the "Access All Missions" code, you'll be able to select any mission even though some of them may be dimmed.
Unlock All Movies—**SELECT, SELECT**, O, O, **L1, L1, L1, L1, L1, L1, L1, L1**
Access All Missions—**SELECT, SELECT**, O, O, **L1, L1**, O, **L1, L1**

TONY HAWK'S PRO SKATER

Cheat Codes
Enter each of the following codes in the middle of a game. You must press **START** to pause the game, input the code, and press **START** again to unpause. After successfully inputting a code and before pressing **START** for the second time to unpause, the pause screen will shake left to right briefly. You may have to quit the current game a restart a new one to see some of the codes' effects. For the Unlock Levels code, you will still be able to play all the levels even though the screen will tell you they aren't unlocked.
Unlock Levels, Videos, Boards, & Officer Dick—Hold **L1** and press O, **Right, Up, Down**, O, **Right, Up**, □, △
All stats at 13—Hold **L1** and press X, □, □, △, **Up, Down**
Unlock Levels—Hold **L1** and press △, **Right, Up**, □, △, **Left, Up**, □, △
Unlimited Special—Hold **L1** and press X, △, O, **Down, Up, Right**
Big Head Mode—Hold **L1** and press □, O, **Up, Left, Left**
Unlock "Skip to Restart" in pause menu—Hold **L1** and press □, O, X, **Up, Down**
Slow Motion Mode—Hold **L1** and press □, **Left, Up**, □, **Left**
Unlock Private Carrera
First, enter the Officer Dick code, or unlock him through normal means. Next, enter Career mode and choose Officer Dick as your character. During gameplay, press **START** to pause the game, then hold **L1** and press △, **Up**, △, **Up**, O, **Up, Left**, △. Note that this time the screen will not shake when you correctly enter the code. Next, quit career mode. From the main menu, begin career mode again and select "Continue," and Private Carrera will appear in place of Officer Dick.

TONY HAWK'S PRO SKATER 2

Unlock Almost Everything
At any time during a Career Mode game, press **START** to pause, then hold **L1** and press X, X, X, □, □, **Up, Down, Left, Up**, □, △, X, △, O, X, △, O. The words on the pause menu will shake after entering the code correctly. Next, select "End Run," and messages will appear describing all the newly unlocked items and features. This code unlocks everything in the game except the secret character Private Carrera.
Unlock Private Carrera
At any time during a Career Mode game, press **START** to pause, then hold **L1** and press **Down, Up, Left, Left**, O, **Left, Up**, △, △, **Up, Right**, □, □, **Up**, X. The words on the pause menu will shake after entering the code correctly. Next, select "End Run" and you'll get credit for finding all of the gaps in the game, which unlocks Private Carrera as a playable character.
Secret Codes
At any time during gameplay, press **START** to pause, then enter any of the following codes:
Infinite Special—Hold **L1** and press X, △, O, **Up, Left**, △, □
Faster gameplay—Hold **L1** and press **Down**, □, △, **Right, Up**, O, **Down**, □, △, **Right, Up**, O
Fatter player—Hold **L1** and press X, X, X, X, **Left**, X, X, X, X, **Left**, X, X, X, X, **Left**. You may enter this code multiple times to increase the effect
Thinner player—Hold **L1** and press X, X, X, X, □, X, X, X, X, □, X, X, X, X, □. You may enter this code multiple times to increase the effect
Turn blood off—Hold **L1** and press **Right, Up**, □, △. Repeat this code to turn the blood back on
All stats at 10—Hold **L1** and press X, △, O, □, △, **Up, Down**
Big head—Hold **L1** and press □, O, **Up, Left, Left**, □, **Right, Up, Left**
Extremely low gravity—Hold **L1** and press **Left, Up, Left, Up, Down, Up**, □, △, **Left, Up, Left, Up, Down, Up**, □, △
Flying skater—Hold **L1** and press **Up, Up, Up, Up**, X, □, **Up, Up, Up, Up**, X, □, **Up, Up, Up, Up**
Wireframe graphics—Hold **L1** and press **Down**, O, **Right, Up**, □, △

TONY HAWK'S PRO SKATER 3

Secret Codes
At any time during gameplay, press **START** to pause the game. Next, enter any of the codes below. After entering a correct code, the pause menu will shake to confirm.
Hold **L1** and press **Left, Up**, □, △—Overall game speed is faster
Hold **L1** and press △, **Right, Up**, □, △, **Right, Up**, □, △—Special meter always full
Hold **L1** and press □, O, **Right**, □, O, **Right**, □, O, **Right**—End the current run with 100,000 points added to your score
The latter code is only useful during the Competition stages in Career mode; it will allow you to score high enough to earn a gold medal.

TRICK'N SNOWBOARDER

Resident Evil Snowboarders
At the title screen, press △, △, X, X, □, O, □, O. You'll hear a special sound effect if you enter it correctly. At the main menu, select "Free" mode and select a course. At the "Player Select" screen, press **L2** or **R2** to access Leon, Claire or a Zombie character from the *Resident Evil* series.

ULTIMATE FIGHTING CHAMPIONSHIP

Secret Characters
From the main menu, select "CREATE FIGHTER." Next, select "Create a new fighter" and input any name for your new fighter. You can enter any values for the various parameters except for "Home Town," where you should enter one of the names below. Continue to select "OK" for all prompts until one appears that says "Save this character?" Select "NO." Finally, another prompt will appear that says "Are you sure you want to end this mode?" Select "OK." You won't get any special confirmation, but the corresponding hidden fighter will appear in the bottom two rows of the character selection screen when you start another game.
O C T A G O N—Unlock Ultimate
C I R C L E—Unlock Sumo Wrestler
S T R E E T—Unlock Street Fighter
M A T—Unlock Amateur Wrestler
More Secret Characters
To unlock these secret characters, follow the same directions as above, but input the names under "First Name" instead of "Home Town."
B i g J o h n—Unlock John McCarthy
S m i l e—Unlock Card Girl
M a s k—Unlock Pro-Wrestler
S a s u k e—Unlock Ninja Fighter
K u n g - F u—Unlock Kung-Fu Fighter
C h o p—Unlock Karate Fighter
P u n c h—Unlock Freestyle Boxer

URBAN CHAOS

Unlock All Levels
At the main menu, make sure the cursor is not on "Options," then hold **R1 + L1 + SELECT** and press **START**. You'll hear a special sound effect and the words "All Levels Cheat Enabled" will appear at the bottom of the screen if you entered the code correctly.
Extra Weapons
At any time during gameplay, hold down □ + O + △ + X and press **Right**. Each time you do this, weapons will appear around you to pick up.

WARJETZ

Codes
From the Game Setup menu, select "Input Code," then enter any of the following codes:
T W L V C H T S—All Cheats
Z T J R W L D W—Super Cheats
M R C H B B—Invulnerable
N F C H—All Weapons
S P W—Free Ammo
S H W R M—All Planes

WCW MAYHEM

Secret Passwords
Enter any of the following passwords at the Pay-Per-View Password screen:
P L Y H D N G Y S—Hidden wrestlers unlocked
C B C K R M S—Special area select
C H T 4 D B S T—Quest cheat enabled
D P L G N G R S—Doppelganger select enabled
N G G D Y N L N—Test Case 1 unlocked
P L Y N T R C L S C—Classic Nitro setting
P R N T S T M N—Stamina print enabled
M K S P R C W S—Bionic strated wrestlers
M S K D L T L R Y—Masked Little Rey Enabled

WCW NITRO

Secret Characters
At the title menu—the one that says "Start Game" and "Options"—press **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT**; you'll hear a sound to confirm the code. Now you have access to 48 secret characters.
Secret Arenas
At the options menu, highlight the "Ring" option. Instead of pressing **Left** or **Right** on the D-pad to change the ring, press **R1, R2, R1, R2, SELECT** to advance through the list (or **L1, L2, L1, L2, SELECT** to go back through the list). When you do this, you'll be able to access several secret rings, including a spaceship, a graveyard and more.

WCW/NWO THUNDER

Secret Characters
At the title menu—the one that says "Start Game" and "Options"—press **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT**; you'll hear a sound to confirm the code. Now you have access to 96 secret characters.
Secret Arenas
At the options menu, highlight the "Ring" option. Instead of pressing **Left** or **Right** on the D-pad to change the ring, press **R1, R2, R1, R2, SELECT**, then press **SELECT** repeatedly to advance through the list. When you do this, you'll be able to access several secret rings, including a space station, "Hades" and more.

WORLD'S SCARIEST POLICE CHASES

Cheat Codes
Each of the following codes can be entered at the main menu:
• Unlock All Missions—**Down, Up, Left, Right**, X, △, O, □
• Unlock All Starting Locations in Patrol Mode—**Down, Up, L2, L1**, X, △, **R2, R1**
• Unlock All Bonus Items—**Left, Right, L1, R1**, O, □, **R2, L2**

X-MEN: MUTANT ACADEMY

Unlock Everything
At the main menu, quickly press **SELECT, Up, L2, R1, L1, R2**. You'll hear a special sound effect if you input the code correctly.

X-MEN: MUTANT ACADEMY 2

Cheat Code
At the main menu, press **SELECT, Down, R2, L1, R1, L2**. You'll hear a special sound effect after entering the code correctly. This code unlocks everything in the game, including all of the secret characters and alternate costumes. To play as Spider-Man, highlight Cyclops and hold the **R1** button. To play as Xavier, highlight Magneto and hold the **R1** button. Don't forget to check out the "Pool Party" stage in Versus mode!

X-MEN VS. STREET FIGHTER

Secret Options Menu
At the main menu—the one that says "Battle Mode/Vs. Mode/Training Mode" etc.—press △, △, **Right**, O, **L1**; you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options:
• "Game Mode" lets you use a limited version of the "tag team" option from the *X-Men vs. Street Fighter* arcade game. To do this, set "Game Mode" to "Original", then start a game in Vs. Mode. At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter. During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (that's **L1 + R1** if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an immediate attack on your opponent.
• If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to level 3 automatically when playing in Vs. Mode.
Play as Apocalypse
First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the **SELECT** button and press any action button. Apocalypse will appear as your chosen character. Here are some of his moves:
→ ↓ ↘ + Punch—Ground Pound
↓ ↘ → + Medium Punch—Shoulder Rockets
↓ ↘ → P + Fierce Punch—Drill
↓ ↘ → ↓ ↘ → + any button—Mace
Alternate Chun-Li Costume
Highlight Chun-Li at the character-select screen, hold the **SELECT** button and press any action button to choose her. Chun-Li will appear in her *Street Fighter Alpha* costume.

XENA: WARRIOR PRINCESS

Invincibility
At the main menu, press **Up, Up, Up**, O, □, **Up, Right, Left**. You'll hear a special sound effect to confirm the code.
4x Sword & Armor Upgrades
At the main menu, press △, □, △, □, □, **Up, Up, Up**. You'll hear a special sound effect to confirm the code.

A BUG'S LIFE

Stage Select

At the "Flik's Journey" screen, hold C⊕ and press the R button. Now point the analog joystick to the Right and you'll see that the entire game has been unlocked, allowing you to start at any stage.

ASTEROIDS HYPER 64

Unlock Classic Asteroids, Credits, Relentless Mode

At the main menu, hold L and press C⊕, C⊕, C⊕, C⊕, A, C⊕, C⊕, C⊕, C⊕, START. Classic Asteroids and Credits should appear immediately, and Relentless mode will appear under "Single Player Game."

Unlock Cheat Menu

At any time during gameplay, press START to pause, then hold L and press C⊕, C⊕, C⊕, C⊕, B, A, C⊕, C⊕, C⊕, C⊕, START. Extra options will become immediately available in the pause menu.

BANJO KAZOOIE

Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage; just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:

• Enter "CHEATLOTSOFGOESWITHMANYBANJOS" to earn infinite lives.

• Enter "CHEATANENERGYBARTOGETYOUFAR" to max out the capacity of your energy bar at eight honeycomb pieces.

• Enter "CHEATDONTBEADUMBOGOSEEMUMBO" to earn infinite Mumbo Tokens.

• Enter "CHEATNOWYOUCANFLYHIGHINTHESKY" to earn infinite red feathers.

• Enter "CHEATAGOLDENGLOWTOPROTECTBANJO" to earn infinite gold feathers.

• Enter "CHEATGIVETHEBEARLOTSOFAIR" to have infinite air when underwater.

• Enter "CHEATBANJOBEGSFORPLENTYOFEGGS" to earn infinite eggs.

For each code, you will hear a "Moo!" sound when you enter the first five letters; if you do not hear the "Moo!" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

Bottles' Bonus Codes

Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the C⊕ button to enter the first-person camera view. Now look directly at the picture of Bottles on the wall; Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes.

• Enter "BOTTLESBONUSONE" to give Banjo a big head.

• Enter "BOTTLESBONUSTWO" to give Banjo big hands and feet.

• Enter "BOTTLESBONUSTHREE" to make Kazooie big.

• Enter "BOTTLESBONUSFOUR" to make Banjo tall and thin.

• Enter "BOTTLESBONUSFIVE" to get a tall, thin Banjo with big hands and feet.

• Enter "BIGBOTTLESBONUS" to activate all of the above codes at once.

• Enter "WISHYWASHYBANJO" to change Banjo into a washing machine.

• Enter "NOBONUS" to deactivate all active codes.

BANJO-TOOIE

Cheat Codes

As you locate the Cheato Pages in the game and return them to Cheato, he will give you codes that you can enter by shooting eggs at the letters on the wall in the Code Chamber to spell the words. However, each of the codes that he gives you will not work until after he has told you about it. The following codes can be entered at any time after you've cracked open the Code Chamber, including six codes that have the same results as the ones that Cheato and Madame Grunty give you and several new ones. Once you've entered a code, check out the sign on the wall to the right of the letter board to turn each cheat on or off.

CHEATOSREHTAEF—This code has the same effect as Cheato's "FEATHERS" code; it doubles the maximum amount of feathers that you can carry

CHEATOSGGE—This code has the same effect as Cheato's "EGGS" code; it doubles the maximum amount of eggs that you can carry.

CHEATOFOORPLLAF—This code has the same effect as Cheato's "FALLPROOF" code; it allows you to fall from any height without losing energy.

CHEATOKCABYENOH—This code has the same effect as Cheato's "HONEYBACK" code; it causes your energy meter to slowly regenerate.

CHEATOXOBEKUJ—This code has the same effect as Cheato's "JUKEBOX" code; it allows you to listen to any of the game's music tracks by accessing the jukebox in Jolly's Inn at Jolly Roger's Lagoon.

CHEATOYGGIJTEG—This code has the same effect as Madame Grunty's "GETJIGGY" code; it activates the signs in Master Jiggywiggy's temple that tell you where the jiggies are located in each stage.

CHEATOSUPERBANJO—With this code in place, both Banjo and Kazooie will run much faster.

CHEATOSUPERBADDY—Activate this code to make the game more challenging by speeding up all of the enemies.

CHEATOHONEYKING—Enter this cheat to completely disable the honeycomb meter and air meter; now you're invincible and can stay underwater or in toxic areas for as long as you want.

CHEATONESTKING—This cheat gives you unlimited eggs and feathers; your inventory will show that you have "LOTS" of every type.

CHEATOJIGGYWIGGYSPECIAL—This code unlocks all of the doors in the Isle O' Hags area, giving you access to all levels.

CHEATOGNIMOH—This code has the same effect as the "HOMING" code that you get from having Heggy hatch the pink egg; it improves your aim when firing eggs by causing them to change direction and curve toward any nearby enemy.

The remaining two cheats will not cause new menu items to appear on the wall in the code chamber; once you have entered them, their results will immediately become effective and will remain in place.

CHEATOCASTLIST—Unlocks a new option called "Character Parade" at the Cinema menu in Replay mode; this option is normally unlocked by collecting 90 jiggies. Note that this code will not work if you have already found 90 jiggies in any one of the three saved game slots; it also will not register if you have already entered the following code...

CHEATOPLAYITAGAINSON—Unlocks all of the items in Replay mode, including the "Character Parade" movie mentioned above.

BATTLEZONE: RISE OF THE BLACK DOGS

Secret Codes

Enter any of the following codes as the Options Menu. You should hear a sound indicating the code was entered successfully.

Free buildings—Hold Z, press A, B, A, B

Free satellite—Hold Z, press B, C⊕, C⊕, A

Infinite ammo—Hold Z, press L, R, L, R

Infinite armor—Hold Z, press Up, Right, Down, Left

Unlock all missions in Single Player Pilot or Commander Mode—Hold Z, press C⊕, C⊕, C⊕, C⊕, START

BODY HARVEST

Cheat Codes

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note: Use the D-pad to enter the directional commands, not the analog joystick.

Smart bomb—A, C⊕, C⊕, C⊕, Left

Restore health—Down, Up, Right, A, B, Left, C⊕

All artifacts—Up, C⊕, C⊕, Z, Up, Left

Bad Adam—C⊕, C⊕, A, C⊕, C⊕, Left

Tall Adam—B, A, C⊕, A, C⊕, A

Short Adam—Down, C⊕, A, Right, Z

Access all weapons—A, Right, C⊕, C⊕, C⊕, A, Left

More powerful weapons—C⊕, C⊕, Up, Z, Z, Left, C⊕

Surreal Mode—C⊕, Up, Right, Right, C⊕, A, Left

BOMBERMAN 64

Secret Stages

At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the START button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

CHOPPER ATTACK

Secret Options Menu

At the title screen—when the words "Press START Button" are flashing—hold the Z button and press Right, Left, Up, Down, A, B, START (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear; it features stage-select, sound test and "Texture Mode" options. (In Texture Mode 1, the Nintendo 64's pixel-smoothing effects are turned off, which makes the graphics appear more "blocky." There's also a "Score Attack Mode" setting; turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode).

COMMAND & CONQUER

Select Any Mission

At the title screen, press B, A, R, R, A, C⊕, Up, Down, A quickly. You won't get any special signal to confirm the code, but if you don't enter it correctly, you'll have to reset the machine to try again. Next, from the main menu, select "Replay Mission." At the screen that appears, press L; a list of all the missions in the game will appear.

CONKER'S BAD FUR DAY

Secret Cheat Codes

From the main menu, select "Options," then select "Cheats." Now enter any of the following cheats at the screen that follows:

BOVRILBULLETHOLE—Start game with 50 lives

WELDERSBENCH—Unlock all chapters

WELLYTOP—Unlock Conker in Multiplayer mode

EASTEREGGSRUS—Unlock Neo Conker in Multiplayer mode

BILLYMILLROUNDABOUT—Unlock Gregg the Grim Reaper in Multiplayer mode

CHINDITVICTORY—Unlock Weasel Henchmen in Multiplayer mode

EATBOX—Unlock Cavemen in Multiplayer mode

RUSTYSHERIFFSBADGE—Unlock Sergeant and Tedz Leader in Multiplayer mode

BEEFCURTAINS—Unlock Villager and Zombies in Multiplayer mode

DUTCHOVEN—Start with frying pan in the Race Multiplayer game

DRACULASTEABAGS—Start with baseball bat in the Race Multiplayer game

CYBERTIGER

Unlock Characters & Courses

From the main menu, select "Play." Then, from the "Games" menu, select any game except Battle Mode. Next, from the "Golfers" screen, press A to edit any golfer, then select "Edit Name" to change your golfer's name to any of the names below. You'll get immediate confirmation after entering a correct code.

Unlock alternate Litiger—Prodigy

Unlock Marvin the alien—Ufo

Unlock Kimmi—Rapper

Unlock Starr—Retro

Unlock Festus—Golddgr

Unlock Delvis—Delvis

Unlock Cindy—Instyle

Unlock Bobby—Bray

Unlock Twfan—Cybertw

Unlock Eagamer—Willi

Unlock Robert—Ice

Unlock Bengal—Tigerrrr

Unlock Traci—Safari

Unlock Volcano course—Sthelens

DARK RIFT

Secret Codes

Enter the following codes at the stage select screen (where your stage is displayed and text scrolls at the bottom of the screen). You'll hear a special sound effect after entering each code correctly.

Start with all weapons—C⊕, C⊕, C⊕, C⊕, R, L, X, C⊕, C⊕, C⊕, C⊕

Unlock all levels—C⊕, C⊕, C⊕, C⊕, R, L, X, C⊕, C⊕, C⊕, C⊕

DIDDY KONG RACING

Play as Drumstick

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.

Play as T.T.

To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*).

ARNOLD—Big characters*

TEENYWEENIES—Small characters*

JUKEBOX—Music menu (appears under "Audio Options")

FREEFRUIT—Start with 10 bananas

BLABBERMOUTH—Horn cheat (pressing Z will make your character speak instead of honking the horn)*

WHODIDTHIS—Display credits (when you exit the Magic Codes menu)

BYEBYEBALLOONS—Disable weapons

NOYELLOWSTUFF—Disable bananas

BOGUSBANANAS—Bananas reduce speed

VITAMINB—No limit to bananas

BOMBSAWAY—All balloons are red (missiles)

TOXICOFFENDER—All balloons are green (drop traps)

ROCKETFUEL—All balloons are blue (turbo)

BODYARMOR—All balloons are yellow (shields)

OPPOSITESATTRACT—All balloons are rainbow (magnets)

FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)

ZAPTHEZPPERS—Turn off zippers

DOUBLEVISION—Select same player (both players can choose the same character)*

OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)

JOINTVENTURE—Enable two-player "Adventure" mode*

TIMETOLOSE—Ultimate AI (smarter computer opponents)

DOOM 64

Cheat Password

Enter the following password to start on Level 1 with all of the weapons in the game:

7TJL BDFW BFQV JVV8

With this password in place, press START to pause the game; you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option; press Left or Right to change the name of the stage and press a C button to warp there.

DUKE NUKEM 64

Cheat Codes

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"—press Left, Left, L, L, Right, Right, Left, Left. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):

• Invincibility On/Off—Press the R button seven times, then press Left

• Monsters On/Off—Press L, C⊕, Left, R, C⊕, Right, Left, Left

• All Items On/Off—Press R, C⊕, Right, L, C⊕, Left, C⊕, Right

• Level Select—Press L, L, L, C⊕, Right, Left, Left, C⊕

With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked.

DUKE NUKEM: ZERO HOUR

Cheat Codes

Enter any of the codes below at the title screen when the words "Press Start" are flashing. You'll hear a special sound effect after entering a correct code.

First Person Mode—**Down, Down, A, Z, Z, Left, A**

Action Nukem Mode—**Down, Down, A, Z, Z, Left, A**

Start with infinite ammo :30:30—C◆, C◆, C◆, C◆, L, R

Start with infinite ammo Freezer—**Down, Up, A, L, R, Z**

Extra Multiplayer Characters Group 1—**A, L, R, Left, B, Down, Up**

Extra Multiplayer Characters Group 2—**B, A, A, R, L**

Extra Multiplayer Characters Group 3—**L, L, Up, Down, R, B, A**

Extra Multiplayer Characters Group 4—**B, B, B, R, Left, A**

Extra Multiplayer Characters Group 5—**Right, B, Left, L, A, Z**

Extra Multiplayer Characters Group 6—**Up, Down, B, A, A, Left**

EXCITEBIKE 64

Cheat Codes

From the main menu, hold L + C◆ + C◆ and press **START**. If you input the code correctly the "Enter A Cheat Code" screen will appear. Next, you can enter any of the codes below:

Invincibility—M O W E R

Transparent riders—X L U R I D E R

Debug mode—I M G O I N G N O W

Odd color mode—R O T C O L S

All stunts unlocked—T R I C K S T E R

Big head mode—B L A H B L A H

Invisible riders—I N V I S R I D E R

Mirror mode—Y A D A Y A D A

Night mode—M I D N I G H T

Stunt bonuses—S H O W O F F

Pinhead mode—P I N H E A D

Play Hill Climb backwards—W H E E E E E E E E

"Beat This!" enabled—P A T W E L L S

See team photo during "Credits" sequence—U G L Y M U G S

F-1 WORLD GRAND PRIX

Secret Codes

Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press A. Next, highlight the "Edit Name" option and press A twice; the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. *Important:* You must press A when you are finished entering the name. If you press B, you will exit out of the "Edit Name" function and the driver's name will not be changed:

• Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery".

• Enter "CREDITS" as the driver's last name, then exit to the title screen; you'll find a new option called "Credits".

• Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.

• Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that runs through a Hawaiian volcano.

• Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Silver Driver".

• Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver".

Cheat Code

At the "Select Mode" screen, press **L, Z, R,** C◆, C◆, C◆, C◆, **START**; you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.

Shrink Vehicles

At the "Select Machine" screen, press **L + R +** C◆ + C◆; all of the available vehicles will shrink.

FLYING DRAGON

Extra Difficulty Levels

At the Option menu, set the difficulty level to "Easy", then press **Left** 20 times; a "Very Easy" setting will appear. If you set the difficulty to "Hard" and press **Right** 20 times, a "Very Hard" setting will appear.

FORSAKEN 64

Secret Codes

Each of the following codes works at the *Forsaken 64* title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again:

• Turbo Crazy Mode—B, B, R, Up, **Left, Down,** C◆, C◆

• Psychedelic Mode—A, R, **Left, Right, Down,** C◆, C◆, C◆

• Wireframe Mode—**L, L, R, Z, Left, Right,** C◆, C◆

• Gore Mode—**Z, Down,** C◆, C◆, C◆, C◆, C◆, C◆

• Stealth Mode—**Up, Up, Up, Right, Down,** C◆, C◆

• Infinite Primary Weapon—A, R, **Z, Right,** C◆, C◆, C◆, C◆

• Infinite Secondary Weapon—B, B, **Z, Left, Left,** C◆, C◆, C◆

• Infinite Weapon Energy—**L, Z, Left, Right, Down, Down,** C◆, C◆

• Infinite Titans—A, B, **L, Up, Up,** C◆, C◆, C◆

• Infinite Solaris—B, **L, L, Z, Up, Down,** C◆, C◆

• Kill Enemies with One Shot—B, B, B, **L, R, Left, Down, Down**

• Freeze Enemies—R, **Z, Right, Right,** C◆, C◆, C◆, C◆

GLOVER

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes using the C buttons:

Level select—C◆, C◆, C◆, C◆, C◆, C◆, C◆, C◆

Infinite lives—C◆, C◆, C◆, C◆, C◆, C◆, C◆, C◆

Infinite energy—C◆, C◆, C◆, C◆, C◆, C◆, C◆, C◆

GOLDENEYE 007

Note: Enter all *GoldenEye 007* codes with the D-pad, not the analog joystick

In-Game Codes

Enter the following codes at any time during gameplay. A message will appear in the lower left corner of the screen after entering a correct code.

• Invincibility———

1) Hold L and press **Down**
2) Hold R and press C◆
3) Hold R and press C◆
4) Hold L and press **Right**
5) Hold L and press C◆
6) Hold R and press C◆
7) Hold L and press **Right**
8) Hold R and press **Down**
9) Hold L and press **Left**
10) Hold L + R and press C◆

• All Guns———

1) Hold L + R and press **Down**
2) Hold L and press C◆
3) Hold L and press C◆
4) Hold L + R and press C◆
5) Hold L and press **Down**
6) Hold L and press C◆
7) Hold R and press C◆
8) Hold L + R and press C◆
9) Hold R and press **Up**
10) Hold L and press C◆

• Maximum Ammo———

1) Hold L + R and press C◆
2) Hold R and press **Up**
3) Hold R and press **Down**
4) Hold R and press **Down**
5) Hold L + R and press C◆
6) Hold L + R and press **Left**
7) Hold R and press **Down**
8) Hold R and press **Up**
9) Hold L + R and press C◆
10) Hold R and press **Left**

• Line Mode———

1) Hold R and press C◆
2) Hold L + R and press **Down**
3) Hold L and press **Right**
4) Hold R and press C◆
5) Hold L + R and press C◆
6) Hold R and press **Up**
7) Hold L and press **Down**
8) Hold L and press **Right**
9) Hold R and press C◆
10) Hold R and press C◆

• Invisibility———

1) Hold R and press C◆
2) Hold L + R and press C◆
3) Hold R and press C◆
4) Hold L + R and press **Up**
5) Hold R and press **Up**
6) Hold L and press C◆
7) Hold R and press C◆
8) Hold L and press C◆
9) Hold L + R and press **Left**
10) Hold R and press **Right**

• Invisibility (Multiplayer Only)———

1) Hold L and press C◆
2) Hold L + R and press C◆
3) Hold R and press **Up**
4) Hold L and press C◆
5) Hold R and press C◆
6) Hold L and press **Right**
7) Hold L + R and press C◆
8) Hold L and press C◆
9) Hold L and press **Up**
10) Hold L + R and press C◆

Stage Select Codes

From the main menu, enter these codes at the "Stage Select" screen. You'll hear a special sound effect after entering a correct code. Note that each of the following codes will only work if all the previous missions are already unlocked. For example, in order to unlock all the missions from a new game, all the codes must be entered in the order they appear.

• Unlock Facility———

1) Hold L + R and press C◆
2) Hold R and press C◆
3) Hold L and press **Left**
4) Hold R and press C◆
5) Hold L and press **Left**
6) Hold R and press C◆
7) Hold L and press C◆
8) Hold R and press **Right**
9) Hold L + R and press C◆
10) Hold L and press **Right**

• Unlock Runway———

1) Hold L + R and press **Left**
2) Hold R and press **Left**
3) Hold L and press C◆
4) Hold L and press **Left**
5) Hold R and press C◆
6) Hold R and press C◆
7) Hold R and press C◆
8) Hold R and press **Right**
9) Hold L and press **Down**
10) Hold R and press C◆

• Unlock Surface———

1) Hold R and press C◆
2) Hold L + R and press C◆
3) Hold L and press **Left**
4) Hold R and press Up7
5) Hold R and press **Left**
6) Hold L and press **Up**
7) Hold R and press C◆
8) Hold L and press **Right**
9) Hold L and press C◆
10) Hold L + R and press **Down**

• Unlock Bunker———

1) Hold L and press C◆
2) Hold R and press **Right**
3) Hold L and press C◆
4) Hold R and press C◆
5) Hold L and press C◆
6) Hold L + R and press **Left**
7) Hold L and press C◆
8) Hold L + R and press **Up**
9) Hold R and press C◆
10) Hold L and press **Up**

• Unlock Silo———

1) Hold L and press **Up**
2) Hold R and press C◆
3) Hold L and press **Left**
4) Hold R and press **Down**
5) Hold L and press C◆
6) Hold L + R and press C◆
7) Hold L and press C◆
8) Hold R and press **Right**
9) Hold R and press **Right**
10) Hold R and press C◆

• Unlock Frigate———

1) Hold R and press C◆
2) Hold L and press **Down**
3) Hold R and press C◆
4) Hold L and press **Left**
5) Hold L + R and press **Up**
6) Hold L + R and press C◆
7) Hold R and press C◆
8) Hold R and press **Up**
9) Hold L + R and press C◆
10) Hold R and press **Up**

• Unlock Surface II———

1) Hold L and press C◆
2) Hold L + R and press C◆
3) Hold R and press C◆
4) Hold R and press C◆
5) Hold R and press C◆
6) Hold L and press **Right**
7) Hold L + R and press C◆
8) Hold L and press C◆
9) Hold L + R and press **Down**
10) Hold L and press C◆

• Unlock Bunker II———

1) Hold L and press **Down**
2) Hold R and press **Down**
3) Hold L + R and press C◆
4) Hold L and press **Left**
5) Hold L + R and press **Right**
6) Hold L and press C◆
7) Hold R and press **Right**
8) Hold L and press C◆
9) Hold L and press **Left**
10) Hold L and press C◆

• Unlock Statue———

1) Hold L + R and press C◆
2) Hold L + R and press C◆
3) Hold L and press **Right**
4) Hold L + R and press **Left**
5) Hold R and press **Left**
6) Hold R and press C◆
7) Hold L + R and press **Left**
8) Hold R and press C◆
9) Hold R and press C◆
10) Hold R and press **Right**

• Unlock Archives———

1) Hold R and press **Left**
2) Hold L + R and press **Up**
3) Hold L + R and press C◆
4) Hold R and press **Left**
5) Hold L + R and press C◆
6) Hold L and press **Left**
7) Hold L + R and press **Right**
8) Hold L + R and press C◆
9) Hold L and press **Up**
10) Hold R and press C◆

• Unlock Streets———

1) Hold L + R and press C◆
2) Hold L and press C◆
3) Hold L and press **Up**
4) Hold L + R and press C◆
5) Hold R and press C◆
6) Hold R and press C◆
7) Hold R and press **Left**
8) Hold R and press C◆
9) Hold R and press C◆
10) Hold L and press **Down**

• Unlock Depot———

1) Hold L and press **Down**
2) Hold L and press **Down**
3) Hold R and press C◆
4) Hold L and press C◆
5) Hold L + R and press **Right**
6) Hold R and press C◆
7) Hold L and press **Down**
8) Hold L and press C◆
9) Hold L and press C◆
10) Hold L and press **Up**

• Unlock Train———

1) Hold R and press **Left**
2) Hold R and press C◆
3) Hold R and press C◆
4) Hold L + R and press **Left**
5) Hold L and press **Right**
6) Hold R and press C◆
7) Hold L and press **Left**
8) Hold L + R and press C◆
9) Hold L and press **Up**
10) Hold L and press C◆

• Unlock Jungle———

1) Hold R and press C◆
2) Hold R and press **Left**
3) Hold L + R and press **Up**
4) Hold R and press **Right**
5) Hold R and press **Down**
6) Hold R and press **Down**
7) Hold R and press **Up**
8) Hold R and press C◆
9) Hold R and press C◆
10) Hold L + R and press **Left**

• Unlock Control———

1) Hold L and press C◆
2) Hold R and press **Down**
3) Hold L and press **Right**
4) Hold R and press C◆
5) Hold R and press C◆
6) Hold R and press **Left**
7) Hold R and press **Left**
8) Hold R and press C◆
9) Hold R and press **Left**
10) Hold L + R and press C◆

• Unlock Caverns———

1) Hold L and press **Down**
2) Hold R and press C◆
3) Hold L + R and press **Up**
4) Hold L and press **Right**
5) Hold R and press C◆
6) Hold R and press C◆
7) Hold R and press **Up**
8) Hold L and press C◆
9) Hold L and press **Up**
10) Hold R and press C◆

• Unlock Cradle———

1) Hold L + R and press C◆
2) Hold L and press **Left**
3) Hold R and press **Down**
4) Hold L and press **Down**
5) Hold L and press C◆
6) Hold L and press **Down**

7) Hold R and press Right
8) Hold R and press C⊕
9) Hold L and press C⊕
10) Hold R and press Right
• Unlock Magnum—
1) Hold R and press C⊕
2) Hold R and press Left
3) Hold L and press Right
4) Hold L + R and press C⊕
5) Hold L and press Down
6) Hold L + R and press C⊕
7) Hold L and press Left
8) Hold L + R and press C⊕
9) Hold L + R and press Right
10) Hold L and press C⊕
• Unlock Aztec—
1) Hold L + R and press Up
2) Hold L + R and press C⊕
3) Hold L and press Down
4) Hold R and press Right
5) Hold R and press Up
6) Hold L and press Down
7) Hold L and press Left
8) Hold L and press C⊕
9) Hold L + R and press C⊕
10) Hold L and press Left

Easy Cheat Options

Choose a game file, then enter any of the following codes at the "Select Mission/Multiplayer" menu screen. If you have not previously earned any of these cheats through normal gameplay, a new menu item called "Cheat Options" will appear the first time you enter one of the codes. At the Cheat Options menu, you can toggle each individual cheat on or off. You can also enter these codes at the Cheat Options menu itself, but you won't see the new menu items appear until you back out to the previous screen, then go back into Cheat Options.

• Paintball—
1) Hold L and press Up
2) Press C⊕
3) Hold R and press Right
4) Hold L + R and press C⊕
5) Hold L and press Up
6) Hold R and press C⊕
7) Hold L and press C⊕
8) Hold L + R and press C⊕
9) Hold L + R and press Up
10) Hold L and press C⊕
• Invincibility—
1) Hold R and press Left
2) Hold L and press Down
3) Press Left
4) Press Up
5) Press Down
6) Hold R and press C⊕
7) Hold L and press C⊕
8) Hold L + R and press Left
9) Hold L + R and press Right
10) Hold L and press C⊕
• DK Mode—
1) Hold L + R and press Up
2) Press C⊕
3) Hold R and press Left
4) Hold R and press Up
5) Press Up
6) Hold R and press Right
7) Press Up
8) Hold L + R and press C⊕
9) Hold L + R and press Down
10) Hold L + R and press C⊕
• 2x Grenade Launcher—
1) Hold R and press Down
2) Hold R and press Up
3) Press Right
4) Hold L + R and press C⊕
5) Hold L and press Right
6) Hold R and press Left
7) Press Left
8) Press Down
9) Press Up
10) Hold R and press C⊕
• 2x Rocket Launcher—
1) Hold R and press Right
2) Hold L and press Up
3) Press Down
4) Press Down
5) Hold R and press C⊕
6) Hold L and press Left
7) Hold L and press C⊕
8) Hold R and press Up
9) Hold R and press Down
10) Hold R and press C⊕
• Turbo Mode—
1) Hold L and press Down
2) Hold L and press C⊕
3) Hold L + R and press Up
4) Hold R and press C⊕
5) Press Left
6) Hold R and press Down
7) Hold L and press C⊕
8) Press Up
9) Hold R and press Down
10) Hold L and press Right
• No Radar (Multi)—
1) Hold R and press Up
2) Press C⊕
3) Press C⊕
4) Press C⊕
5) Hold L and press Down
6) Hold R and press Up
7) Press C⊕
8) Press Right
9) Hold R and press Left
10) Hold R and press Right
• Tiny Bond—
1) Hold L + R and press Down
2) Hold R and press Down
3) Hold L and press C⊕
4) Press Left
5) Hold R and press C⊕
6) Hold L + R and press C⊕
7) Press Right
8) Press Down
9) Hold R and press C⊕
10) Hold R and press Right
• 2x Throwing Knife—
1) Hold R and press C⊕
2) Hold L and press Left
3) Press Up
4) Hold L + R and press Right
5) Press Right
6) Hold L + R and press C⊕
7) Hold L + R and press C⊕
8) Hold R and press Down
9) Hold R and press Left
10) Hold R and press C⊕
• Fast Animation—
1) Hold L and press C⊕
2) Hold L and press C⊕
3) Press C⊕
4) Press C⊕
5) Press C⊕
6) Hold L + R and press Right
7) Press C⊕
8) Hold L + R and press Up
9) Hold R and press C⊕
10) Hold L and press Left
• Bond Invisible—
1) Hold L + R and press C⊕
2) Hold L + R and press C⊕
3) Hold L and press C⊕
4) Hold R and press C⊕
5) Hold R and press Right
6) Hold L + R and press Left
7) Hold L and press Right
8) Press Left
9) Hold L + R and press C⊕
10) Hold L and press Down
• Enemy Rockets—
1) Hold L + R and press C⊕
2) Press C⊕
3) Hold R and press C⊕
4) Press C⊕
5) Press C⊕
6) Hold L + R and press C⊕
7) Hold L + R and press Up
8) Press C⊕
9) Hold R and press Up
10) Hold L and press Up
• Slow Animation—
1) Hold L + R and press Left
2) Hold L + R and press Left
3) Hold L + R and press Down
4) Hold L + R and press Left
5) Press C⊕
6) Hold L + R and press Down
7) Hold L + R and press Down
8) Hold L and press Down
9) Press C⊕
10) Press C⊕
• Silver PP7—
1) Hold L and press Left
2) Hold L + R and press Up
3) Hold L and press Right
4) Hold L + R and press Up
5) Hold L + R and press C⊕
6) Hold L + R and press Left
7) Hold L + R and press Down
8) Press C⊕
9) Hold L + R and press Right
10) Hold L + R and press Left
• Activate 2x Hunting Knife—
1) Hold R and press C⊕
2) Hold L and press Right
3) Hold R and press C⊕
4) Hold R and press Right
5) Hold L + R and press Right
6) Hold L + R and press Up
7) Hold L and press Down
8) Hold R and press Left
9) Hold L and press Right
10) Hold L and press C⊕
• Infinite Ammo—
1) Hold L and press C⊕
2) Hold L + R and press Right
3) Press C⊕
4) Press C⊕
5) Hold R and press Left
6) Hold L and press C⊕
7) Hold L + R and press Left
8) Hold L + R and press C⊕
9) Hold L and press Up
10) Press C⊕
• 2x RC-P90—
1) Press Up
2) Press Right
3) Hold L and press Left
4) Hold R and press Down
5) Hold L and press Up
6) Hold L and press C⊕
7) Hold L and press Left
8) Press C⊕
9) Press C⊕
10) Hold L + R and press Down
• Gold PP7—
1) Hold L + R and press Right
2) Hold L + R and press Down
3) Hold L and press Up
4) Hold L + R and press Down
5) Press C⊕
6) Hold R and press Up
7) Hold L + R and press Right
8) Hold L and press Left
9) Press Down
10) Hold L and press C⊕
• 2x Laser—
1) Hold L and press Right
2) Hold L + R and press C⊕
3) Hold L and press Down
4) Hold R and press Left
5) Hold R and press Down
6) Hold L and press Right
7) Press C⊕
8) Press Right
9) Hold R and press Right
10) Hold L + R and press Up
• All Guns—
1) Press Down
2) Press Left
3) Press C⊕
4) Press Right
5) Hold L and press Down
6) Hold L and press Left
7) Hold L and press Up
8) Press C⊕
9) Press Left
10) Press C⊕

Extra Characters in Multiplayer Mode

Select a file and choose Multiplayer mode. (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen:

1) Hold L + R and press C⊕
2) Hold L and press C⊕
3) Hold L + R and press Left
4) Hold L and press Right
5) Hold R and press Down
6) Hold L + R and press C⊕
7) Hold L and press C⊕
8) Hold L + R and press Right
9) Hold L + R and press C⊕
10) Hold L and press Down

If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen.

HOT WHEELS TURBO RACING

Secret Codes

Each of the following codes can be entered at the main menu to get the corresponding effect before each race. Note that these button sequences must be entered very quickly to get them to register; you'll hear a signal to confirm each code if you're quick enough. Note that you can only have ONE of these codes active at any time:

Race at night—C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕

Mirror mode—Z, R, Z, Z, R, Z, Z, Z

Unlimited Turbos—C⊕, Z, C⊕, C⊕, R, C⊕, Z, C⊕

Transparent vehicles—C⊕, Z, Z, C⊕, C⊕, R, C⊕, C⊕

Transparent scenery—C⊕, Z, C⊕, C⊕, C⊕, Z, C⊕, C⊕

Passwords

Highlight "Sign In" at the main menu and press Left or Right to access the Password option. Enter any of the following passwords to unlock different features:

P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"

T W J M—Unlock "Tow Jam" vehicle

IGGY'S RECKIN' BALLS

Secret Codes

At the title screen menu, press R + Z to access a cheat menu. Use the D-pad or joystick and the A button to enter any of the following codes; you should hear a signal when you press START to confirm each code. Once a code is in place, you can turn its effects on or off by pressing START during the game; you'll find a "Cheat Menu" option at the "Paused" menu.

THEUNIVERSE—Allows you to access all of the secret worlds

HAPPYHEADS—Unlocks all but one of the secret characters

GOOEYGOOGOO—"Slime Mode" (all tracks are gooey)

ICEPRINCESS—"Ice Mode" (all tracks are slippery)

GOBABY—Gives you a maxed-out turbo meter

2TIMES—2X Turbo Mode (turbo boosts last twice as long)

NONSTOP—"Roll Mode" (constant turbo)

SWOPSHOP—Randomly switches the characters' accessories (hair, glasses, spikes, etc.)

ROLFHARRIS—Activates the black-&-white "Pencil Sketch" mode

2ROKTOO—Activates "Dark City" mode, in which the only lighting comes from the balls themselves

MICROBALLS—Activates "Tiny Mode"

TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)

JUMPABOUNDS—Level Select (a "Go To" option at the "Paused" menu allows you to jump to any level at any time)

BOMBERBALL—Just bombs

1HITWONDERS—Activates "Sudden Death" mode

IMALLOUT—No weapons

NOGOODS—Bomb pickups

SIOOTSHOT—Blue Balls

OIMY—Activates "Explosive Mode"

INDIANA JONES AND THE INFERNAL MACHINE

Secret Passcodes

Choose "Options" from the main menu, then select "Passcodes." Enter any of the following codes at the screen that follows. You'll hear a camera shutter sound effect after entering a correct code.

F O R G E O F F—Unlock all levels

R E A L H A R D—Harder difficulty

C H E E S E I !—View development team photo

A B S P A N N—Watch ending credits

M U C K E—Unlock "Concert Hall" within the "Museum" item in the Options menu.

A N C I E N T—Unlock "Ancient Art" within the "Museum" item in the Options menu.

INDY RACING 2000

Secret Codes

At the main menu, select "Gold Cup." Next, select any empty file and enter any of the words below as your name at the screen that follows. For the "Gallery" code, a gallery of objects and tracks from the game will be displayed immediately after you enter the code correctly. You may press START at any time while in the gallery to return to the game.

All Gold Cup cars—Y O U _ D A _ M A N

Gallery—W O O D Y _ C O O K I E S

JEREMY MCGRATH SUPERCROSS 2000

Cheats Menu

At the main menu, press L, C⊕, L, C⊕, L, C⊕, C⊕, C⊕. If you input the code correctly, a cheats menu will immediately appear.

KILLER INSTINCT GOLD

Boss Code

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline). When this appears, press Z, A, R, Z, A, B. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training".

Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies. When this appears, press Z, B, A, Z, A, L. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press Up or Down repeatedly to see the available hues; instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings.

More Bonus Options

As above, wait for the demo to show one of the character biographies. When this appears, press Z, B, A, L, A, Z. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available.

Secret Stage
In two-player mode, have both players choose their fighters by holding **Down** and pressing C®; you'll fight in the secret Sky stage with Rare and *Killer Instinct* logos on the ground.

LODE RUNNER 3-D

Unlock Worlds
While inside any level during the game, press **START** to pause. When the "Options" screen appears, hold **Z** and press **R**, **B**, **A**, **B**, **A**, C®, C®, C®, C®, C®, C®, C®, C®. A new option called "Unlock Worlds" will appear; set this option to "Yes" and you will be able to choose any world at the World Select screen. Note: If you can't get this code to work, hold **Z** and press any button at the pause menu, then try entering the code again; this should clear up the problem.

MACE: THE DARK AGE

Play as War Mech and Ichiro
When the "Parental Advisory" screen appears just after you turn the system on, press **Down**, **Right**, **Up**, **Left** on the D-pad or joystick; you'll hear a signal to confirm the code. Now Gar the War Mech and Ichiro will be selectable at the character-select screen, just above The Executioner and Lord Delmos.

Play as Ned the Janitor
Enter the following code at the character-select screen:
1) Highlight Koyasha and press **START**.
2) Highlight the Executioner and press **START**.
3) Highlight Lord Delmos and press **START**.
4) Highlight Xiao Long and press Quick (**A** or **B** in the default control configuration).

Bunny Slippers
Enter the following code at the character-select screen:
1) Highlight Ragnar and press **START**.
2) Highlight Dregan and press **START**.
3) Highlight Koyasha and press **START**.
Now choose any character as usual. When the fight begins, both characters will be wearing pink bunny slippers.

Switch Faces
Enter the following code at the character-select screen:
1) Highlight Al Rashid and press **START**.
2) Highlight Takeshi and press **START**.
3) Highlight Mordos Kull and press **START**.
4) Highlight Xiao Long and press **START**.
5) Highlight Namira and press **START**.
Now choose any character as usual. When the fight begins, your opponent will have your character's face, and vice versa.

MAGICAL TETRIS CHALLENGE

"Endless Tetris" Stats
During a one-player game in "Endless Tetris" mode, press the **A** and **B** buttons simultaneously; you'll see the opposite side of the screen change from gray blocks to the normal playfield color. As you clear lines, colored bars will appear to indicate how many times you've scored a single, double, triple or Tetris.

MARIO GOLF

Code Entry Screen
At the main menu, hold **L** + **R** (or **Z** + **R**) and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Now you can enter any of the following codes to start at different levels:
D E Q S 6 1 G 2—1st Camp, Hyrule Cup
S V W 6 8 9 D 5—2nd Camp, Hyrule Cup
K P X W N 9 N 3—This code unlocks a special tournament mode. The password that you earn when you finish the tournament is not a continue passcode; it's used for verification purposes in a contest sponsored by *Nintendo Power* magazine.

MARIO TENNIS

Secret Ring Tournaments
From the main menu, select "Special Games," then select "Ring Tournament." Enter any of the codes below to participate in a secret cup:
Blockbuster Cup—A R M 6 J Q A R U
Bowser Cup—N 2 4 K 8 Q N 2 P
Donkey Kong Cup—M M 5 5 M Q M M J
Luigi Cup—M 1 C 2 Y Q M 1 W
Peach Cup—Q F 9 X F Q O F R
Mario Cup—A 3 W S K Q A 3 C
MarioTennis.com Cup—4 B H W O R 4 8 2
Nintendo Power Cup—J 6 M 9 P Q J 6 U
Waluigi Cup—L A 9 B J R L A R
Wario Cup—U O U F M P U O M
IGN64 Tenni's Cup—V 2 U F M P U Z M

MICRO MACHINES 64 TURBO

Cheat Codes
Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again:
Slow down computer cars—C®, C®, C®, C®, C®, C®, C®, C®
Super speed—C®, C®, C®, C®, C®, C®, C®, C®
Super jumping ability—**Right**, **Right**, **Down**, **Up**, **Down**, **Left**, **Down**, **Down**
Change vehicles—**Down**, **Down**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left** (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)
Debug mode—**Up**, **Down**, **Down**, C®, C®, C®, C®, C®. With the Debug code in place, the following options become available:
• Press all four **C** buttons simultaneously to make all of the vehicles on the track explode
• Hold **Z** and move the D-pad to tilt or rotate the camera angle
• Hold **Z** and press **L** or **R** to zoom in or out
• Hold **Z** and press C® to have the computer control your car
• Hold **Z** and press C® to end the race with you in first place!

"Name" Cheats
When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.
• Enter the name "MOGSLIFE" to give yourself nine lives in Challenge Mode. Enter the name "3LIVES" to cancel this code.
• Enter the name "ALLTANKS" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.
• Enter the name "WINTERY" to make snowfall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

MISSION: IMPOSSIBLE

Sound Test
At the title screen—when the words "Press Start" are flashing—hold **L** + **A** + C® + C® and press **START** to access a secret sound test menu.

MISSION: IMPOSSIBLE

Secret Codes
Enter any of the following codes at the mission select screen; you'll hear Ethan speak each time you enter a code properly:
• Turbo Mode—C®, **Z**, C®, **Z**, C®
• Big Feet Mode—C®, **R**, **Z**, C®, C®
• Kids Mode—C®, C®, **R**, **L**, **Z**
• Start with Uzi Sub Machine Gun—C®, C®, C®, C®, **R**
• Start with Mini Rocket Launcher—**R**, **L**, C®, C®, C®
• Start with 9mm High Power Gun—**R**, **L**, C®, C®, C®
• Start with 7.65 Silenced Pistol—C®, **L**, C®, C®, C®

MONSTER TRUCK MADNESS 64

Passwords
Enter the following passwords at the "codes" screen from the main menu:
B R P 5—The Gut Bomb
C F F N Y N—Turbo mode
Y _ W N T _ T—Unlimited missiles
J M—Ground textures become replaced by "Jim's" face
Y R D R—All trucks become lowriders
4 0 4 5 6 4 P B M → ← D F C ↑ C V 3 2 K C—Access all Expert courses

MORTAL KOMBAT 4

Cheat Menu
Choose "Options" from the main menu, highlight the "Continues" option, hold **Run** + **Block** (C® + C® in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button.

Secret Characters
To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:
• Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press **Run** + **Block** simultaneously
• Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press **Run** + **Block** simultaneously

MORTAL KOMBAT TRILOGY

Play as Khameleon
When the "story" screens appear during the game's demo mode, quickly press C®, C®, **A**, **B**, C®, C®, C®. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is a selectable character at the character-select screen.

Play as Motaro
Choose any character, hold **High Kick** + **Low Kick** and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn
Choose any character, hold **High Punch** + **Low Punch** and point the D-pad or joystick **Down** before the battle begins. When the fighters appear, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.

Hidden Game #1
After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Pong*.

Hidden Game #2
After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Galaxian*.

Hidden Game #3
When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the **Z** button; if you do this, the winner of that match will get to play a hidden game that's similar to *Space Invaders*. This game also appears if you play 150 consecutive games in two-player mode.

Stage Select
At the character-select screen, highlight Sonya, hold **Up** and press **START**, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.

Super Hard Mode
At the character-select screen, highlight Kano, hold **Down** and press **START**, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro—followed by a whopping eight endurance matches.

Free Play
When the "story" screens appear during the game's demo mode, quickly press **Down**, **Down**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left** on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.

Secret "More Kombat" Menu
When the "story" screens appear during the game's demo mode, quickly press **Run**, **High Punch**, **Low Punch** (that's C®, **B**, **A** in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon.

Secret "Kombat Cheats" Menu
When the "story" screens appear during the game's demo mode, quickly press **High Kick**, **Low Kick**, **Run**, **Low Punch**, **High Punch**, **High Punch**, **Low Punch**, **Low Punch** (that's C®, C®, C®, **A**, **B**, **B**, **B**, **A**, **A** in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

MULTI RACING CHAMPIONSHIP

Unlock Bonus Cars
To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Dues cars. If you don't want to take the time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs. Race" mode. Choose "Machine", then—when the car select screen appears—highlight one of the locked garages and press **B**; the word "Selected" will appear to confirm your choice. Both players can choose the Hannya or Dues in this mode; even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship", "Time Trial" or "Free Run" mode from the main menu and the Hannya or Dues you chose in "Vs. Race" mode will still be selected.

THE NEW TETRIS

Turbo CPU Opponent
Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "A I 2 E Z 4 U ?". Note that this will not remain as your name if you enter the code correctly. Now start a new game with any level opponent and the computer will play at a super-fast speed.

Fast Mode
Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "2 F A 5 T 4 U". Note that this will not remain as your name if you enter the code correctly. Now start a game in one-player mode; after a few minutes, you won't be able to keep up with the speed of the falling blocks.

NFL BLITZ SPECIAL EDITION

Secret Codes
At the "Vs." screen just before the game starts—while the announcer is saying "Today's contest," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "Infinite Turbo" code (5-1-4-Up) in the default control configuration, press Turbo five times, Jump once, Pass four times, then press **Up**. A message will appear to confirm each code.
5-1-4-Up—Infinite Turbo
3-1-2-Up—Powerup Offense
3-1-2-Left—Powerup Blocking
4-2-1-Up—Powerup Defense
1-2-3-Left—Super Field Goals
2-5-0-Left—Fast Passes
0-3-2-Left—Fast Turbo Running
2-3-3-Up—Power Up Teammates
4-3-3-Up—Invisible
0-1-0-Up—Late Hits
0-0-1-Right—Punt Hang Meter
0-0-1-Down—Show FG %
1-5-1-Up—No Punting
3-4-4-Up—No Interceptions
3-3-3-Up—QB/Receiver Cancel Always
3-2-1-Down—Target Receiver No Highlighting On
3-1-4-Down—5mart CPU Opponents (In 1-Player Game)
2-2-2-Left—Always QB (In *2P/4P* Game)
2-2-2-Right—Always Receiver (In *2P/4P* Game)
2-1-1-Left—Allow Stepping OB
5-2-1-Right—Show More Field
2-1-0-Up—No First Downs
1-0-0-Up—Use Team Plays
1-0-2-Right—Hide Receiver Name
0-5-0-Right—Big Football
2-0-0-Right—Big Head
0-4-0-Up—Nuge Head
3-2-1-Left—No Head
1-2-3-Right—Headless Team
3-1-0-Right—Team Tiny Players
2-0-3-Right—Team Big Heads
1-1-1-Down—Tournament Mode (In a 2-Team Game)
5-5-5-Up—Hyper Blitz (Player 2 Must Agree)
0-1-2-Down—No CPU Assistance (Teams Must Agree)
0-2-1-Right—Show More Field (Teams Must Agree)
1-1-5-Left—No Play Selection (Teams Must Agree)
4-0-4-Left—Powerup Speed (Teams Must Agree)
4-2-3-Down—No Random Fumbles (Teams Must Agree)
5-5-5-Up—Hyper Blitz (Teams Must Agree)

0-3-0-Down—Fog On
5-2-5-Down—Weather: Snow
2-1-2-Left—Weather: Clear
3-0-0-Up—Grass Field
3-0-1-Up—Asphalt Field
3-0-2-Up—Dirt Field
3-0-3-Up—Astroturf Field
3-0-4-Up—Snow Field
5-0-1-Up—Old Day Stadium
5-0-2-Left—Baseball Stadium
5-0-2-Up—Old Night Stadium
5-0-3-Up—Old Snow Stadium
5-0-4-Up—Round Stadium
5-0-4-Left—Dome Stadium
5-0-5-Left—Olympic Stadium
5-0-0-Left—Turn Off Stadium

NIGHTMARE CREATURES

Cheat Password
Choose "Enter Password" from the main menu and enter the code **Left, Up, C↑, C↑, C↑, C↑, C↑, C↑, Down**. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage.

OFF-ROAD CHALLENGE

Secret Tracks
Enter any of the following codes at the "Choose a Track" screen:
• Flagstaff—Hold the **L** button and press **Left** on the D-pad, then highlight "Mojave," hold the **Z** button and press **A**.
• El Cajon—Hold the **L** and **R** buttons and press **Up** on the D-pad, then highlight "El Paso," hold the **Z** button and press **A**.
• Guadalupe—Hold the **R** button and press **Down** on the D-pad, then highlight "Vegas," hold the **Z** button and press **A**.

OGRE BATTLE 64 PERSON OF LORDLY CALIBER

Music Mode
At the main menu, select "New Game." Then, when you're asked for your name, enter MUSIC_ON (note the capital letters) as your name and select "End." A prompt will appear asking if you would like to enter the Music Mode. Once there, you can listen to any of the background music in the game.

PILOTWINGS 64

Wario Cameo
When you see the replica of Mount Rushmore, shoot at the giant Mario face with the Gyrocopter missiles or the cannonball shot. If you hit him, the face will change to that of Mario's arch-rival, Wario.

POKÉMON PUZZLE LEAGUE

Unlock all Puzzles in Puzzle University
At the title screen, hold **Z** and press **A, B, R, A, A, B, R, A**. You'll hear a special sound effect after entering the code correctly.
Start from Lv. 50-99 in Marathon mode
At the title screen, hold **Z** and press **B, A, L, L**. You'll hear a special sound effect after entering the code correctly.
Unlock V-Hard Game Level
At the "Game Settings" screen where you select your Game Level, hold **Z** and press **L, L, A, B**. "V-Hard" will appear on the screen after entering the code correctly.
Unlock S-Hard Game Level
At the "Game Settings" screen where you select your Game Level, hold **Z** and press **R, L, A, B**. "S-Hard" will appear on the screen after entering the code correctly.
Play in Mewtwo's Stage
When you start a two-player game, at the "Trainer Select" screen, hold **Z** and press **B, Up, L, B, A, START, A, Up, R**. The game will imediately begin after entering the code correctly. Ash will be Player 1 and Mewtwo will be Player 2.
Unlock All Trainers
When you start a two-player game, at the "Trainer Select" screen, hold **Z + L + R** on Controller 1 and Controller 2 at the same time. All the trainers will appear after entering the code correctly.

QUAKE

Debug Menu
Choose "Load" from the main menu; if you have a controller pak with Quake saves, press the **B** button to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and more.

QUAKE II

Multiplayer Codes
Choose "Start" from the main menu, then select "Single" and "Load". If you have a controller pak with Quake II saves, press **B** to exit to the password screen; if not, choose "Do Not Use" to get the password screen. Now enter any of the following passwords, then press **B** to back out of the single-player menus and start a game in multiplayer mode to see the effects:
S3TC 00LC 0L0R S???—Changes the background colors
S3T1 NFIN TTJS H0TS—Infinite ammo
S3TL 0WGR V1TY ????—Low gravity

RAINBOW SIX

Level Select
From the main menu, select "Quick Start," then enter the password "FZJ FTM R2 G8 R Q" at the following screen and press **A**. If you entered it correctly a level select screen will appear.
255 Grenades
Whenever you have only one grenade of any type remaining, you can use this trick to give yourself 255 more. First, hold down **Z** to get ready to throw your last grenade. When the meter on the screen fills completely, let go of **Z** then immediately hold it down again. You must do this before the "Throwing Grenade" meter fills up. Keep **Z** held down and in a few seconds your grenade stock will be 255.

RAMPAGE WORLD TOUR

Stage Select
At the main menu or character-select screen, hold the **L** button and all four **C** buttons for about three seconds until you hear a signal. Now start the game. When the name of the first city appears, use the D-pad or joystick to warp to any stage. (You may have to press the **A** button first to bypass the Rumble Pak message.) Press **Left** or **Right** to change cities and **Up** or **Down** to change countries; you can even access the secret levels.

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters
Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:
5 M 1 4 N—Unlock George
5 4 V R 5—Unlock Lizzie
L V P V 5—Unlock Ralph
N 0 T 3 T—Unlock Myukus
B 1 G 4 L—Unlock Purple Myukus
5 R Y 3 D—Unlock Noobus
Note that you can only have one of the three alien characters unlocked at any given time.
Cheat Menu
Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

RAZOR FREESTYLE SCOOTER

Unlock Everything
At any time during gameplay, press **START** to pause the game, then press **Right, Down, Right, Left, Right, Up, Right, Right**. A special message will appear at the top of the screen after entering the code correctly. You may have to quit the current game to observe all of the unlocked items.

RE-VOLT

Unlock All Cars & Tracks
At any time during a game, press **B, A, Z, Z, B, L, A, C↑**. You'll hear a special sound effect after entering it correctly.

RESIDENT EVIL 2

Cheat Codes
From the main menu, select "Load Game," then input any of the codes below. You'll automatically return to the main menu after entering a correct code.
Invincibility—**Down, Down, Down, Down, Left, Left, Left, Left, L, R, R, L, C↑, C↑**
Infinite Ammo—**Up, Up, Up, Up, Up, Right, Right, Right, Right, L, R, L, R, C↑, C↑**
Play as Hunk—**Up, Down, Left, Right, Left, Left, Right, Right, L, R, C↑, C↑, C↑, C↑**
Play as Tofu—**Up, Down, Left, Right, Left, Left, Right, Right, L, R, C↑, C↑, C↑, C↑**

RIDGE RACER 64

Secret Caddy Car
From the main menu, select "Grand Prix." Then, play the Stage 1 course (Ridge Racer Novice). When the race begins, turn your car around immediately and run into the wall that was behind your car. If you're going about 60 mph or above, you'll drive right through it and race through a mirrored version of the course. Win the race on this mirrored course and you'll obtain the secret Caddy Car, which has the highest top speed of all the cars in the game.

ROAD RASH 64

Codes
Enter the following codes at the main menu. You'll hear a special sound effect to confirm each code:
Unlock all levels and fast bikes—**C↑, C↑, C↑, C↑, L, R, C↑, Z**
Unlock Scooter level—**C↑, C↑, C↑, C↑, C↑, L, C↑**
Unlock Cop Mode—**Z, C↑, C↑, C↑, Z, L, R, C↑**

ROADSTERS TROPHY

Secret Codes
At the Driver Select screen, press **Z** to rename your character to any of the names below. Note the upper and lower case characters and spaces. You'll hear someone say "Congratulations!" after entering a correct code.
Anyway—Race circuits in any direction.
Gimme ALL—Unlock all cars and circuits.
fastBUCKS—Start with $250,000.
EasyMoney—Start with $1,000,000.
Trophies—Start with Division 2 and 3 trophies. (Note the space before the "T")
Smurfing—All voices become high-pitched.
BigWheels—Cars have huge wheels.
Skywalker—Cars have lens flares instead of wheels.
Car Radio—Cars become tiny.
Chopper—Different camera angle.
Extra rez—High resolution setting becomes unlocked in the Options menu.

ROBOTRON 64

"Setup" Menu Cheats
Choose "Setup" from the main menu, then enter any of the following codes at the Setup menu:
• 50 Lives—Press **Up, Up, Down, Down, Left, Right, Left, Right, C↑, C↑, C↑, C↑**.
• Level Select—Press **Down, Up, C↑, Down, C↑, C↑, Down, C↑**; you'll automatically return to the main menu. Choose "Setup" again and you'll find a new option that lets you start at any level.
• "Game Boy Mode"—Press **Up, Down, Right, C↑, Down, Up, Left, C↑, Up, Down**
• Demo Mode—Press **Left, Right, Up, Down, C↑, C↑, C↑, C↑, Left, Right, Up, Down, C↑, C↑, C↑, C↑, Left, Right, Up, Down, C↑, C↑, C↑**.
Instant Power-Ups
At any time during the game—not while paused—you can give yourself power-up items and weapons on demand. Just enter one of the codes shown below; do them quickly for best results. This can only be done five times in each stage.
Shield—**Down, Left, C↑, C↑**
Two-Way Weapon—**Up, C↑, Up, C↑**
Three-Way Weapon—**Right, Right, C↑, C↑**
Four-Way Weapon—**Down, Down, Up, C↑**
Radiation Spray—**Up, Down, C↑, C↑**
Speed Up—**Left, Left, Right, Right, C↑**
Flamethrower Weapon—**Down, Right, Down, Right, C↑**

ROCKET: ROBOT ON WHEELS

Secret Codes
During gameplay, press **START** to pause, then enter any of the codes below. You should hear a confirmation sound indicating the code was entered successfully.
All vehicles—**Up, Down, Z, R, Left, Up, Down, Left, Down, Down**
Heavier rocket—**Up, Right, Right, R, Right, R, Z, R, R, Up**
Low friction—**Up, R, R, Left, Z, Z, Down, Left, Up, Right**
Low gravity—**Z, R, Z, R, Down, R, R, Right, Right, R**
Super Grab Field—**Down, Left, Right, Z, Down, Right, Down, Down, Down, Left**
Super Speed—**Z, Right, Down, Up, Down, R, Up, Down, Left, Up**

RUSH 2: EXTREME RACING USA

Cheat Menu
Choose "Setup" at the main menu, then press **L + R + Z +** all four **C** buttons simultaneously at the Setup screen. A new option called "Cheats" will appear. To activate one of the 27 cheat options at this menu, you must highlight that item and enter the corresponding code shown in the list below. You'll hear a signal to confirm and you will then be able to toggle that particular cheat by pressing **Left** or **Right** on the D-pad.
Car Collisions—**Hold R**, press **L, C↑, C↑, C↑, C↑, Z**
Gravity—**Hold Z**, press **C↑, C↑, C↑, C↑, C↑, C↑**
Cone Mines—Press **L, R, L, R, L, R**
Car Mines—Press **C↑, C↑, Z, C↑, C↑, Z, C↑, C↑**
Burning Wreck—**Hold C↑**, press **Z, Z, Z, Z**
Track Orientation—Press **C↑, C↑, C↑, C↑, C↑, C↑, C↑, C↑**
Auto-Abort—Press **C↑, C↑, C↑, C↑**
Super Speed—**Hold L + R**, press **C↑, C↑, C↑, C↑**
Inside-Out Car—**Hold C↑ + C↑**, press **R, L, Z**
Damage—Press **R, C↑, L, R, C↑, L**
Invincible—Press **L, C↑, R, L, C↑, R**
Invisible Car—Press **C↑, C↑, C↑, C↑, C↑, C↑, C↑, C↑**
Invisible Track—Press **C↑, C↑, C↑, C↑, C↑, C↑, C↑, C↑**
Brakes—**Hold C↑ + C↑**, press **Z, Z, Z**
Super Tires—**Hold L + R**, press **C↑, C↑, C↑, C↑, C↑, C↑, C↑, C↑**
Mass—**Hold L + R**, press **C↑, C↑, C↑, C↑**
Suicide Mode—**Hold Z**, press **C↑, C↑, C↑, C↑**
Do the Dew!—Press **C↑, C↑, C↑, C↑, L, R, Z**
Killer Rats—**Hold L + R**, press **Z, Z, Z, Z**
Stunts—Hold all four **C** buttons and press **R, A, Z, L**
Restrict in Place—**Hold Z** and enter the following sequence: Hold **C↑**, tap **C↑**, hold **C↑**, tap **C↑**
Levitation—**Hold R + Z**, press **C↑, C↑, C↑, C↑**
Game Timer—**Hold Z** and enter the following sequence: Hold **C↑**, tap **C↑**, hold **C↑**, tap **C↑**
New York Cabs—Press **R, L, Z, C↑, C↑, C↑**
Frame Scale—Hold **C↑**, tap **C↑**, hold **C↑**, tap **C↑**
Tire Scaling—Hold **C↑**, tap **C↑**, hold **C↑**, tap **C↑**
Fog Color—**Hold Z**, press **C↑, C↑, C↑**

SCOOBY-DOO! CLASSIC CREEP CAPERS

Cheat Codes
At any time during the game while you are in control of Shaggy (but not at the inventory screen or pause menu) enter either of these codes using the **C** buttons and the D-pad:
Infinite Courage Meter—**Hold L** and press **C↑, C↑, C↑, C↑, Up, Right, Down, Left, Up, Left, Down, Right, Up, Down**.
Skip to the Next Episode—**Hold L** and press **C↑, C↑, C↑, C↑, Up, Down, Up, Down, Right, Left, Right, Left**.

SNOWBOARD KIDS

Cheat Code
At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press **Down, Up** on the analog joystick, then **Down, Up** on the D-pad, then **C↑, L, R, Z**, then **Left** on the D-pad, **C↑, Up** on the analog joystick, **B, Right** on the D-pad, **C↑, START**; you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses (Quicksand Valley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

SNOWBOARD KIDS 2

Cheat Code
At the title screen, carefully enter the following code: Press **Z, B, C↑, Down** on the D-pad, **Left** on the analog joystick, **Right** on the analog joystick, **Up** on the D-pad, **R, Z, A**. This code unlocks the secret characters, the secret courses and a new "Special" board style in the Board Shop.

SOUTH PARK

Cheat Menu
Choose "Enter Cheat" from the main menu and enter the passcode "BOBBYBIRD". This adds a new selection called "Cheats" to the main menu and the "paused" menu. The cheats menu allows you to become invincible, skip stages, access all weapons, unlock all of the characters in multiplayer mode and more.

SPACE STATION SILICON VALLEY

Alternate Introductions
When the DMA logo appears at the beginning of the game, hold the **A** button to change the logo animation to a slightly different sequence. Hold the **B** button instead for a longer logo scene.
Stage Select
At the Bank Select menu, enter any of the following codes to unlock the game's levels. Note: You must enter the codes quickly—and use the D-pad, not the analog stick.
Unlock all Euro Eden levels—**Up, Down, L, Z, Down, Up, Z, Down**
Unlock all Arctic Kingdom levels—**Up, Down, Z, L, Down, C↑, Z, Down**
Unlock all Jungle Safari levels—**Up, Down, L, Z, Down, C↑, Z, Down**

Unlock all Desert Adventure levels—**Up, Down, L, Z, Down, Left, Z, Down**
Unlock "Big Celebration Parade"—**Up, Down, L, Z, Down, Right, Z, Down**
Unlock secret shoot-'em-up level—**Down, Up, Z, L, Down, Left, Z, Down**

SPIDER-MAN

Cheat Codes

From the main menu, select "Special," then select "Cheat" from the following menu. At this screen you may enter any of the following cheat codes. A special text message will appear each time you enter one correctly. Note the spaces in some of the codes.

TRUBLEVR—Unlock everything
LVLSKIPPER—Level select
TURTLE—Invulnerable
STICKYSTUF—Infinite webbing
CLTHMALL—Unlock everything in the Comic Collection
WHOSINTGM—Unlock everything in the Character Viewer
SMESTORY—Unlock everything in the Slide Show
COV VEIW—Unlock all game comic covers
SYMBSPID—Symbiote Spidey costume
SPTWOKNN—Spidey 2099 costume
POWCOSMIC—Captain Universe costume
LIMITED ED—Spidey Unlimited costume
SPID INRED—Scarlet Spider costume
MISTERMI—Peter Parker costume
DA CLONE—Ben Reilly costume
GTATNKFST—Quick Change costume

STAR WARS: EPISODE I—BATTLE FOR NABOO

Passcodes

Each of the following codes can be entered at the Passcode menu that's accessible from the Options screen:

L E C & F I V E—Unlock all levels
D R O I D E K A—Advanced shields
P A T H E T I C—Unlimited lives
O V E R L O A D—All power-ups
N A S T Y M D E—Makes the game more difficult
E W E R D E A D—Expert mode (one hit destroys your vehicle)
D R J E K Y L L—Terrain near the horizon waves up and down
R U A G I R L ?—Turns your vehicle pink
K O O L S T U F—Unlocks an "Art Gallery" option at the Showroom menu
W A K E U P—Unlock a "Concert Hall" option at the Showroom menu
M E M E M E I—View credits
L O V E H U T T—Shows a photo of the game's developers
T A L K T O M E—Enables an "audio commentary" soundtrack; you'll hear the developers talking about the game while you play

STAR WARS: EPISODE I RACER

Cheat Menu

Choose "Tournament" from the main menu. When the "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter the passcode **"R R T A N G E N T A B A C U S"** by holding the **Z** button and pressing **L** to select each letter. Note that this procedure is not the same as choosing letters with the **A** button; if you hold **Z** and select letters with **L**, your code will appear in much smaller letters in the lower left corner of the screen. Also, you must complete the code by continuing to hold **Z** as you highlight "END" and press **L**; the letters "OK" will appear in the corner of the screen if you've entered a code properly. With this code in place, release **Z** and enter your initials. Next, start a race and press **START** to pause. At the pause menu, press **Left, Down, Right, Up** on the D-pad; a new option called "Game Cheats" will appear. At the "Game Cheats" menu, use the joystick and D-pad to highlight the different options and change their parameters. You can make yourself invincible or "mirror" the track at this screen or even adjust the parameters that the game uses to determine when a collision will destroy your vehicle. Highlight "Edit Vehicle Stats" and press **A** to access another menu that allows you to tweak the performance of every vehicle in the current race. Also, if you set the "Debug Level" option to anything but 0, you can also use the following commands at any time during a race:

- Hold **Up** on the D-pad to fast-forward
- Hold **Down** on the D-pad to reverse at high speed
- Press **Right** on the D-pad to self-destruct
- Hold **Left** on the D-pad to make your vehicle invisible
- Hold **Z** + **Left** on the D-pad to see an x-ray view of the current screen (this also works at the menu screens after and between races)

STAR WARS: ROGUE SQUADRON

Secret Passcodes

Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:

A C E—Higher difficulty
B L A M E U S—Group shot of developers
C H I C K E N—Access bonus level
C R E D I T S—See the game's credits
D E A D D A C K—Unlocks all stages at the Select Level screen
D I R E C T O R—Enables "Showroom" menu at the Options screen
F A R M B O Y—Unlock Millennium Falcon at the "Select Your Craft" screen
I G I V E U P—Infinite lives
K O E L S C H—Changes the V-Wing into an automobile
M A E S T R O—Enables the "Concert Hall" option at the "Showroom" menu
R A D A R—Alternate radar
T O U G H G U Y—Flinsh levels with 0:00 completion time, all friendly saves and bonuses collected
T I E D U P—With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press **Up** to access the TIE Interceptor

Unlock Naboo Starfighter

Choose "Passcodes" from the Options menu. Enter the code "H A L I F A X ?" and select "Enter Code," then enter the code "I Y N G W I E I" and select "Enter Code" again. You won't get any confirmation that the codes have been accepted, but the next time you're at the "Select Your Craft" screen you'll see that the Naboo Fighter from *Star Wars Episode I: The Phantom Menace* has been permanently added to the list of available ships.

SUPER MARIO 64

Cinema Camera Change

Make sure you have a second controller plugged into the Player 2 port when you defeat Bowser and finish the game. When Mario flies off to the castle and Peach appears with her Toad guards, you can use the analog joystick on Controller 2 to change the camera angle. This also works in the game scenes that appear while the credits are rolling.

SUPERMAN

Super Cheat Code

At the main menu—the one that says "New Game," "Load Game," etc.—press C◀, C▶, C◀, C▶; you'll hear Clark Kent say "This looks like a job for Superman!" to confirm the code. Now you can enter the following codes at any time during the game:

- To skip the current level, press **START** to pause the game, then press C▲, C▼
- To refill your energy meter, press **START** to pause the game, then press **Z, R**
- To refill your super-speed ability, press **START** to pause the game, then press **R, Z**
- To refill your freezing breath ability, press **START** to pause the game, then press **Z, L**
- To refill your heat vision ability, press **START** to pause the game, then press **R, L**
- For super punching ability, press **START** to pause the game, then press **L, Z**

TRIPLE

Stage Select

At the main menu, enter the following code using the D-pad (not the analog joystick): **Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down, Down.** A new menu item, "Cheats" will appear. After entering this menu, you can press **Right** and **Left** to cycle through the different lists of stages.

TONY HAWK'S PRO SKATER

Cheat Codes

At any time during gameplay, press **START** to pause the game, then hold down **L** and enter any of the codes below. You'll see the text on the screen shake from left to right upon entering a correct code. You may have to restart a game or back out to the main menu to see some codes' effects.

Slow motion—**Down, Down, C▶, C▶, Left**
Fast motion—**Right, Up, Down, Down, Up, Down**
High speed—**C◀, Left, C▶, C▶, Up, Down, Right**
Add "Skip to Restart" menu item—**C◀, C▶, C▶, Up, Down**
13 point stats—**C◀, C▶, Left, Up, Down**
Score x10—**Down, Right, Up, Right, Up, Left, C▶**
Obtain all tapes—**C▶, Left, Up, C◀, C▶, Right, Down, Up**
Perfect balance—**C◀, C▶, Left, C▶, Right, Up, Down**
Girl's picture—**C◀, C▶, C▶, C▶, C▶, C▶**

TONY HAWK'S PRO SKATER 2

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the codes below. You'll see the pause menu shake left to right briefly after entering a correct code.

Infinite Special—Hold **L** and press **C◀, C▶, C◀, Right, C▶, Right**
Perfect balance—Hold **L** and press **C▶, Right, Down, C▶, C▶, C▶, C▶, C▶**
Low gravity—Hold **L** and press **C▶, C▶, Up, C▶, Down, Right**
Super low gravity—Hold **L** and press **C▶, C▶, C▶, Up, C▶, Down, Right, C▶, C▶**
10x points—Hold **L** and press **C▶, C▶, C▶, C▶, C▶, C▶, Right**
Unlock "Skip to Restart" option at the "Paused" menu—Hold **L** and press **C▶, C▶, C▶, Down, C▶, C▶**
Slow motion tricks—Hold **L** and press **C▶, Down, Left, C▶, C▶, C▶**
Simulation mode (more realistic physics)—Hold **L** and press **Left, C▶, Right, Down, C▶, Up, Up**
Improved stats—Hold **L** and press **Down, Up, C▶, C▶, Down, Up, C▶**

TOP GEAR RALLY

Cheat Codes

Each of the following codes can be entered at any time during the game, but it's best to do them slowly and deliberately while you're at the menu screens before the race:

- Access all cars (except bonus cars)—**A, Left, Left, C▶, A, Right, Z**
- Access All Tracks (except Mirror Tracks)—**A, Left, Left, Right, Down, Z**
- Access Milk Truck—**Down, A, Right, Z, Right, Up, C▶**
- Access Helmet Car—**Up, Up, Z, B, A, Left, Left**
- Access Ice Cube Car—**C▶, Up, B, Right, A, C▶, A, Right**
- Access Beach Ball Car—**B, B, A, Left, Left, C▶, A, Right**

TOP GEAR RALLY 2

Secret Codes

Enter any of the codes below at the main menu. You may disable a code by entering it a second time.

No Damage or Failures—**L, Z, START, Up, Up**
Award 100,000 Sponsor Credits in support van—**L, Z, START, L, L**
Award maximum Championship Points in support van—**L, C▶, Left, L, L**
Repair all car damage in support van—**L, Z, R, L, START**

TOY STORY 2

Level Select

At the main menu, press **Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down.** You must use the analog joystick for the code to work. You'll hear a special sound effect after correctly entering it. When you start a new game, you'll be able to select any level.

WOW BACKSTAGE ASSAULT

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.

Extra stamina—**R, R, B, R, R**
Indestructible weapons—**L, R, L, R, C▶, C▶**
Fat female wrestlers—**R, R, B, B, L, L**
Goofy sound effects during gameplay—**R, L, R, L, B, B**

WOW MAYHEM

Secret Passwords

Enter any of the following passwords at the Pay-Per-View Password screen:

P L Y H D N G Y S—Hidden wrestlers unlocked
C B C K R M S—Special area select
C H T 4 D B S T—Quest cheat enabled
D P L G N G R S—Doppleganger select enabled
N G D D Y N L N—Test Case 1 unlocked
P L Y N T R C L S C—Classic Nitro setting
P R N T M M N T M—Momentum print enabled
P R N T S T M N—Stamina print enabled
M K S P R C W S—Bionic created wrestlers
y K h # J S = J Q L m F s—World War III
@ K c X K f = W ?) ^ p F—Starrcade
r J P m B 6 i f M l k $ B—Superbrawl
t d ^ p K R m Z · c y L—Halloween Havoc
M S K D L T L R Y—Thursday Thunder (Enter the "Hidden wrestlers unlocked" password first)
2 J J h K X d J F m 4 k B—Uncensored PPV Mode unlocked
@ J H k f y I B w f Q Q F—Spring Stampede

WINBACK

Codes

Enter these codes at the title screen. You must enter each one quickly before the screen fades out. You'll hear a gunshot sound effect just as the main menu appears if you've performed the code correctly.

Unlock Trial mode—**Up, Down, Down, Right, Right, Right, Left, Left, Left, Left,** hold C◀ and press **START.**
Unlock Max Power Mode—L, C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶, L + **START.**
Unlock all characters in Versus mode—**Up, Down, Down, Right, Right, Right, Left, Left, Left, Left,** hold C◀ and press **START.**

WIPEOUT 64

Main Menu Codes

Each of these codes can be entered at the "Game Select" menu; the screen will flash green to confirm proper code entry. To deactivate a code, just enter it again:

Unlock Piranha II team—Hold **L + R + Z** and press C◀, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Unlock Velocitar track—Hold **L + R + Z** and press C◀, C▶, C▶, C▶, C▶, C▶
Power-up weapons—Hold **L + R + Z** and press C◀, C▶, C▶, C▶, C▶, C▶, C▶, C▶

In-Game Codes

Each of these codes can be entered during a race; the screen will flash green to confirm proper code entry. You can also enter these codes while the game is paused; if you do so, you won't see the green flash until you unpause. To deactivate a code, just enter it again:

Race doesn't end when timer expires—Hold **L + R + Z** and press C◀, C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Infinite shield energy—Hold **L + R + Z** and press C◀, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Unlimited weapons—Hold **L + R + Z** and press C◀, C▶, C▶, C▶, C▶, C▶, C▶, C▶

WORLD DRIVER CHAMPIONSHIP

Unlock All Teams & GT2 Cars

At the team select menu in Championship mode, enter the following code on Controller 2 (using the D-pad, not the analog joystick): **Z, Right, Z, Z, Z, B, C▶, A, Right, START.** Now all of the teams and their cars will be available.

Unlock All Sydney Tracks

From the main menu, select "Championship." Next, select "New Game." enter "FROZEN-SKY" as your name. When you exit back out to the main menu, all the Sydney tracks will be available.

Top View

During game play, press **Up, Up, Up, A, Left, A, A, A.** The camera view will immediately change after entering the code correctly.

XENA: WARRIOR PRINCESS

Secret Codes

At the main menu, press **Right, Right, Left, Left, Right, Left, Right** on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:

Unlock Despair—C◀, C▶, C◀, C▶
Unlock Bunny Despair—C◀, C▶, C◀, C▶
Let Xena battle Gabrielle in Quest mode—C◀, C▶, C◀, C▶
Unlock "Titan" difficulty level—C◀, C▶, C◀, C▶

Battle Codes

At any time during a battle, hold down the Target button (Usually A) and press **Right, Right, Left, Left, Right, Left, Right** on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:

Invisibility—Strong Kick, Strong Kick, Strong Kick, Weak Kick, Target
Ice Fighters—Strong Punch, Strong Punch, Target
Invincibility—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Target
One-Hit Kills—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Jump
Big Heads—Crouch
Big Feet—Jump
Snow Fighters—Strong Punch, Strong Punch, Crouch
Red Nose—Weak Punch, Weak Punch, Target
Purple Nose—Weak Punch, Weak Punch, Crouch
Green Nose—Weak Punch, Weak Punch, Jump
Icy Stage—Weak Punch, Weak Punch, Weak Punch, Weak Kick, Weak Kick, Target
Take Less Damage—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Crouch

ARMY MEN ADVANCE

Passwords
Q G Q N R T P C—**All Levels Unlocked (Sarge)**
N Q R D G T P B—**All Levels Unlocked (Vikki)**

DEXTER'S LABORATORY DEESASTER STRIKES!

Cheat Codes
At any time during the game, press **START** to pause, then enter any of the following cheat codes at the pause menu:
Fast Dexter—**L, R, R, R, R, L, R, L, R, R, L, L, R, L, R, R**
Strong Dexter—**L, L, R, R, R, L, L, R, L, L, R, R, L, R, L, R**
Get double ammo—**L, R, R, R, L, L, R, R, L, L, L, R, L, L, R**
Less damage—**L, R, R, R, R, L, L, R, L, L, L, L, L, L, L, R**
Robots are weak—**L, L, R, R, L, R, R, L, L, L, L, R, R, L, L, L**
One more try—**L, L, R, R, L, R, L, L, R, L, L, R, R, L, L**
Low gravity—**L, L, R, R, R, R, R, R, L, L, R, R, L, L, L, R**
Dexter-roo—**L, L, R, R, L, L, R, L, R, R, R, R, L, L, R, L, R**
Slippery floor—**L, L, R, R, R, L, R, R, R, R, L, L, R, R, L, L, R**
Slow enemies—**L, R, R, R, L, R, L, L, R, L, L, R, L, L, L, L**
Fast enemies—**L, R, R, R, R, R, L, L, L, L, R, R, R, R, L, L**
Strong enemies—**L, L, R, R, R, R, L, R, R, R, L, L, L, L, L, L**
Controls are reversed—**L, R, R, R, R, R, R, L, R, L, L, R, R, L, L, L**

DOOM

Cheat Codes
At any time during the game, press **START** to pause, then enter any of the following cheat codes at the pause menu. Note: If you enter the codes too fast, they won't work.
Hold L + R, press **B, A, A, A, A, A, A, A**—Computer area map
Hold L + R, press **B, B, A, A, A, A, A, A**—Radiation shielding suit
Hold L + R, press **A, A, B, A, A, A, A, A**—God Mode
Hold L + R, press **A, B, B, A, A, A, A, A**—All weapons + refill ammo
Hold L + R, press **B, A, B, A, A, A, A, A**—Berzerk
Hold L + R, press **B, B, B, A, A, A, A, A**—Temporary invulnerability
Hold L + R, press **A, B, A, A, B, B, B, A**—Skip to next level
Hold L + R, press **A, B, A, A, B, B, A, A**—Skip ahead 10 levels

EARTHWORM JIM

Stage Select
At any time during the game, press **START** to pause, then enter any of the following codes while the screen is dark to go directly to another stage:
• **Right, R, B, A, L, L, A, R**—Skip to the next stage in order
• **SELECT, R, B, Down, L, B**—Warp to "What the Heck?"
• **Up, L, Down, A, R, A**—Warp to "Down the Tubes"
• **R, Up, SELECT, L, R, Left**—Warp to "Snot a Problem"
• **R, L, A, B, B, A, L, R**—Warp to "Level 5"
• **Right, Left, R, L, A, R**—Warp to "For Pete's Sake"
• **L, A, Up, R, A, R, A, SELECT**—Warp to "Buttville"

ECKS VS. SEVER

Ecks Passwords
EXTREME—Mission 2
EXCITE—Mission 3
EXCAVATE—Mission 4
EXCALIBUR—Mission 5
EXTORT—Mission 6
EXPIRE—Mission 7
EXACT—Mission 8
EXHALE—Mission 9
EXHUME—Mission 10
EXONERATE—Mission 11
EXPEL—Mission 12
Sever Passwords
SEVERE—Mission 2
SURVIVE—Mission 3
SAVANT—Mission 4
SUFFER—Mission 5
SULPHER—Mission 6
SERVE—Mission 7
SEETHE—Mission 8
SEVERAL—Mission 9
SEVERANCE—Mission 10
SAVAGE—Mission 11
SACROSANCT—Mission 12

F-ZERO: MAXIMUM VELOCITY

Unlock the Jet Vermillion
At the name entry screen, select "Entry," then enter your name as "T&T". Next, start any game under that name. When you reach the machine selection screen, press **L, R, START, R, L, SELECT.** A secret password screen will appear. Enter V · J 4 + 6 V 9 A - 3 0 as your password. Now you'll be able to select the Jet Vermillion.

FIRE PRO WRESTLING

Unlock All Wrestlers
Choose "Edit" from the main menu, then access the "Edit Wrestler" option and select "Name Entry" at the Wrestler Edit Menu. Enter the following names exactly as shown:
• Change the nickname from "Fire Fighter" to "ALL"
• Change the first name from "FIRE PW" to "STYLE"
• Change the last name from "A" to "CLEAR"
Now press **START** to confirm. Notice that the wrestler's name has not changed on the Wrestler Edit Menu. Now all of the secret wrestlers have been unlocked.

GT ADVANCE CHAMPIONSHIP RACING

Secret Codes
Enter any of the following codes at the title screen:
• Hold **L + R + Up** and press **B** to watch the ending credits
• Hold **L + R + Right** and press **B** to unlock Extra 1 mode (go kart racing)
• Hold **L + R + Left** and press **B** to unlock Extra 2 mode (formula car racing)
• Hold **L + R**, point the D-pad in the **Down/Right** position and press **B** to unlock all tuning parts
• Hold **L + R**, point the D-pad in the **Up/Left** position and press **B** to unlock all cars
• Hold **L + R**, point the D-pad in the **Up/Right** position and press **B** to unlock all courses
Password
5PD W1/H L8Q8 >VbB—Unlock all Championship Mode classes

IRIDION 3D

Stage Select
Enter the Password entry screen and enter the code *5H0W11M3*. Now you'll find two new items at the Options menu: "Start Level" allows you to start at any stage and "Start at Boss" lets you skip directly to the boss of the stage you chose.
Quick Exit
Enter the Password entry screen and enter the code *S3L3CTON* (be sure to include the * symbols). Now you can exit to the title screen at any time by pressing the **SELECT** button during the game.
Picture Gallery
Enter the password *G4LL3RY* (be sure to include the * symbols). This allows you to view a "slide show" of *Iridion 3D* artwork.

MEN IN BLACK: THE SERIES

Cheat Passwords
L V F R V R D D—Invincibility
N F N T M M D D—Infinite ammo
L L W P N S D D—Have all weapons
Stage Passwords
F G H T R M N S—Episode Two: Forest Landing Site
H S D S H S B S—Episode Three: Alien Technology Lab
M X N M S N N G—Episode Four: Rocket Silo
T H X B X S C K—Episode Five: MIB Safe House
N N T N D W N Y—Episode Six: Halloween in Manhattan

NFL BLITZ 20-02

Secret Teams
At the title screen—after the words "PRESS START" appear—press **A, B, SELECT, Up, Right, Down**; you'll hear a voice say, "Woohoo, yeah!" to confirm the code. Now you can access two secret teams in Exhibition mode: the Emerson Ogres and Team Midway.
Cheat Codes
Enter any of the following codes at the "VS" screen right after you choose your opponent's team. The numbers represent the number of times you have to press the **L, B** and **A** buttons respectively in order to change the symbols at the bottom of the screen, followed by the **R** button to confirm. For example, to enter the Infinite Turbo code, press **L** four times, **B** three times, **A** twice, then **R** to confirm the code. You have a limited amount of time before the game starts, so you must enter the codes quickly if you want to use more than one.
4-3-2—Infinite Turbo
1-3-2—Ancient coliseum
2-2-5—Snow stadium
3-1-3—Shadow players

PAC-MAN COLLECTION

Pac-Attack Puzzle Mode Passwords
S R Y—Stage 10
M W S—Stage 20
W H T—Stage 30
R M N—Stage 40
W L C—Stage 50
T M P—Stage 60
W T M—Stage 70
B S K—Stage 80
B T F—Stage 90
L S T—Stage 100

PITFALL: THE MAYAN ADVENTURE

Unlimited Continues
When you lose your last life and the "Continue" screen appears, highlight the "Continue" option and press **B** repeatedly. Instead of being reduced by just one, you'll see your remaining continues change to "0," then "9"—but you have to be quick enough to do it before Harry Jr. runs off the screen. Now the number of continues will remain at nine each time you run out of lives.
Stage Select
At the title screen, wait until the boomerang appears, then press **L, SELECT, A, SELECT, R, A, L, SELECT**; you'll see the name of the first stage ("Forest 1") appear in the center of the screen. Now hold **SELECT** and use the **L** and **R** buttons to choose a starting stage; when you start the game, you'll go directly to the stage you chose. Note: With this code in place, if you press **SELECT** while the game is paused, you'll be sent back to the title screen.
Level Warp
With the stage-select code in place as described above, start a game, then hold the **SELECT** button and you can use the D-pad to move Harry Jr. to any part of the current stage.
Infinite Weapons
With the stage-select code in place, you can also refill your weapon supplies at any time during the game if you hold the **SELECT** button and press **B**; you'll see the item counters jump to 99.

RAYMAN ADVANCE

Secret Codes
At any time during gameplay, press **START** to pause the game, then enter any of the following codes. After entering a correct code, you'll hear a special sound effect. You will have to exit the current level to see the effects of the "Unlock all levels" code.
99 lives—**Left, Right, Down, Right, Left, R**
Unlock all levels—**Up, Left, Right, Down, Right, L**
Invincibility—**Right, Up, Right, Left, Right, R**
All powers—**Down, Left, Right, Left, Up, L**
25 extra Tings—**R, Up, Left, Right, Left, L**
Infinite Continues
At the "Continue!" screen, press **Up, Down, Right, Left, START** before the timer expires. If you enter the code correctly, the number of remaining continues will remain the same; you can repeat this code each time you run out of lives to continue indefinitely. NOTE: This code will not work unless the number of continues remaining is three or less.

READY 2RUMBLE BOXING: ROUND 2

Secret Characters
Enter the following codes at the main menu to unlock the three hidden characters. You'll hear a cheer to confirm each code:
• Michael Jackson—Highlight the word "Arcade," then press **Left, Left, Right, Right, Left, Right, then L + R** simultaneously
• Rumbleman—Highlight the word "Championship," then press **Left, Left, Right, Left, Right, Right, Left, Right, Left, then L + R** simultaneously
• Shaquille O'Neal—Highlight the word "Survival," then press **Left, Left, Left, Left, Right, Right, Left, Left, Right, then L + R** simultaneously

SPIDER-MAN: MYSTERIO'S MENACE

Password
Enter the password "J 3 7 1 –" to begin the game with all levels unlocked and all items.

SPYRO: SEASON OF ICE

Stage Select
At the title screen—while the words "Press Start" are flashing—press **Down, Up, Down, Left, Right, Up, Left, Up, A**; you'll hear a chime to confirm the code. Now you can skip to any point in the game by highlighting the name of a stage in the Atlas and pressing **A**.

TETRIS WORLDS

"Popular" Mode
Choose "Marathon" from the main menu, then hold **L** and press **SELECT** at the "Select Game" screen in Marathon mode. A new option called "Popular" will appear; this mode features simplistic graphics which are more like the original *Tetris* and does not include the "Ghost Piece" feature.

TONY HAWK'S PRO SKATER 2

Main Menu Cheat
The following code can be entered at the main menu screen. Each time you enter a code correctly at this screen, the menu wheel will spin and you'll hear a signal to confirm:
• Hold **R**, press **START, A, Down, B, A, Left, Left, A, Down**—Changes all of the blood and grinding "spark" effects to smiley faces (enter the code again to disable it)
"Paused" Menu Cheats
Press **START** during a game and you can enter any of the following codes at the "Paused" menu. Each time you enter a code correctly, the screen will shake and you'll hear a signal to confirm:
• Hold **R**, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, START**—Unlock Spider-Man as a playable character
• Hold **R**, press **A, Left, Left, Up, Right, B, A, START**—Unlock Mindy as a playable character
• Hold **R**, press **A, START, A, Right, Up, Up, Down, Down, Up, Up, Down**—Gives you enough money to unlock all of the game's levels
• Hold **R**, press **B, A, Left, Down, B, Left, Up, B, Up, Left, Left**—All levels 100% complete (this code also unlocks the two secret characters and gives you all the money in the game)
• Hold **R**, press **Left, A, START, A, Right, START, Right, Up, START**—Zoom in and out repeatedly (enter the code again to disable its effects)
• Hold **R**, press **Left, Up, START, Up, Right**—Sets the stage timer to 0:00, ending your run immediately (this code doesn't have any effect in Free Skate mode)
Additional Cheats
Each of the following codes can be entered either at the main menu or the "Paused" menu:
• Hold **R**, press **B, A, Down, A, START, START, B, A, Right, B, Right, A, Up, Left**—Unlocks all of the cheats at the Options menu
• Hold **R**, press **B, Left, Up, Down, Left, START, START**—Disable blood effects (enter the code again to turn the blood effects back on)
• Hold **R**, press **Right, A, Down, B, A, START, Down, A, Right, Down**—This code will not work unless you have already unlocked Spider-Man as a playable character. With the code in place, if you play as Spider-Man and do a wall ride, you will continue to move up the wall until you hit the ceiling or the edge of the screen.
• Hold **R**, press **B, A, Left, Down, B, Left, Up, B, Up, Left, Left**—All levels 100% complete (this code also unlocks all of the cheats at the Options menu, the two secret characters and gives you all the money in the game). Note: If you enter this code at the main menu and not the "Paused" screen, you must immediately choose the "Continue Career" option from the Career Mode menu or the code's effects will not appear.

1942

Passwords

Stage 04—Medal, Medal, Player's Plane, Enemy Plane
Stage 08—Player's Plane, Enemy Plane, Enemy Plane, Medal
Stage 12—Bullet, Enemy Plane, Player's Plane, Player's Plane
Stage 16—Enemy Plane, Enemy Plane, Bullet, Enemy Plane
Stage 20—Player's Plane, Medal, Bullet, Player's Plane
Stage 24—Bullet, Player's Plane, Medal, Medal
Stage 28—Medal, Enemy Plane, Medal, Enemy Plane

ACTION MAN: SEARCH FOR BASE X

Password

Enter the password "7 I B I" to unlock all of the game's stages.

ASTEROIDS (Game Boy Color version)

Passwords

Enter these passwords from the "Single Player" option under the main menu.
S P A C E V A C—Zone 2
S T A R S B R N—Zone 3
W O R M S I G N—Zone 4
I N C O M I N G—Zone 5
P R O J E C T X—Unlock Excalibur ship
Q R T R E A T R—Unlock *Classic Asteroids*. The option to play *Classic Asteroids* will appear on the main menu.
C H E A T O N X—Unlock cheat menu. Press **SELECT** during a game to activate the cheat menu. You can warp to any stage, or set "Hits off" to 001 to make your ship invincible.

ATLANTIS: THE LOST EMPIRE

Stage Passwords

D C N C—Ulysses
X D K V—Cove Causeway
C F C S—Fire Trial
D H C V—Ice Trial
T J J T—Volcano Bed
J *M* F J—Atlantis Internal
Q N F S—Treachery

AUSTIN POWERS: OH BEHAVE!

Cheat Code—Platform Game

Enter the code "RAT POISON" at the "FAB-DOS" screen and press **B**; you'll get a confirmation message that says "Viva Las Vegas Baby, Yeah!" Now Austin is invincible in the "Platform" mini-game.

Cheat Code—Mojo Maze

Enter the code "SPEEDY" at the "FAB-DOS" screen and press **B**; you'll get a confirmation message that says "Faster Mojo!" Now Austin moves faster in the "Mojo Maze" mini-game.

Unlock Gifts

Enter "FAB-DOS" and enter any of the following cheat codes to unlock special sounds (for the "Sample Player" in the Programs menu), screen savers (under "Groovy Stuff") and wallpaper pictures (available from the "Backgrounds" option at the Mojo menu). You must press **B** after typing each word.
GRACE—"Moving Logos" screen saver
CHRISTMAS—"Flowers & Evil" screen saver
GET YOU—"Evacuation 1" sound
JUMBO—"Evacuation 2" sound
NO MOJO—"Goo sound" sound
MAGPIE—"Peeing" sound
IDIOT—"So who is he?" sound
SPRINGER—"Elvis lives!" wallpaper
LOOK—"Foxy Felicity" wallpaper
TWO OF US—"Sausages" wallpaper
TEARS—"Hands Up!" wallpaper
SPACE—"Bust an O-Ring" wallpaper
STEIN—"Fembot Vanessa" wallpaper
CCTV—"Ivana" wallpaper
HANDS—"Driving" wallpaper
TEETHING—"Austin steam" wallpaper
DOG—"Swallow's Eye" wallpaper

AUSTIN POWERS: WELCOME TO MY UNDERGROUND LAIR!

Cheat Codes

Enter the code "INVINCIBLE" at the "EVIL-DOS" screen and press B; a confirmation message will appear. Now you'll have infinite lives in the "Mojo Maze" mini-game. Also: If you enter the code "12SCC", Dr. Evil will move much faster in the "Mojo Maze" game.

Unlock Gifts

Enter "EVIL-DOS" and enter any of the following cheat codes to unlock special sounds (for the "Sample Player" in the Programs menu), screen savers (under "Groovy Stuff") and wallpaper pictures (available from the "Backgrounds" option at the Mojo menu). You must press B after typing each word.
GRACE—"Moving Logos" screen saver
CHRISTMAS—"Flowers & Evil" screen saver
MINI LAUGH—"Mini-Me Hehehe" sound
TABLE—"Table Problem" sound
HUG—"Hug" sound
DOCTOR—"Evil Dr" sound
SUPERVISOR—"The Boss" sound
ANOTHER PLAN—"Plan 2" sound
ELVIS—"Springer Evil" wallpaper
FOXY—"Evil Look" wallpaper
BANGERS—"Evil & Mini-Me" wallpaper
STICKUP—"Evil Tears" wallpaper
OIL RING—"Mini-me in space" wallpaper
TASTY FEMBOT—"Evil-Stein" wallpaper
IVANA YUM—"Evil CCTV" wallpaper
DRIVING—"Mini-Me hands" wallpaper
STEAM—"Teething" wallpaper
SWALLOW—"Alpha-Dog" wallpaper

BATMAN: CHAOS IN GOTHAM

Passwords

Race Through the City—Batgirl, Batcycle, Batman, Batmobile
It's No Laughing Matter—Batman, Batmobile, Batman, Batcycle
The Greatest of Ease—Batcycle, Batcycle, Batman, Batgirl
Thru the Garden of Evil (Part 1)—Batmobile, Batcycle, Batgirl, Batgirl
Thru the Garden of Evil (Part 2)—Batmobile, Batmobile, Batman, Batmobile
A Venomous Plan—Batgirl, Batgirl, Batmobile, Batcycle
Next Stop: Danger—Batman, Batcycle, Batgirl, Batcycle
2 + 2 Equals Two-Face—Batcycle, Batgirl, Batgirl, Batman

BLASTER MASTER: ENEMY BELOW

Passwords

E 6 C A D C K F—Area 1
E 6 D 3 D 3 K G—Area 2
E 7 C 3 D 3 K H—Area 3
E 7 D 3 D 3 K I—Area 4
F 6 C 3 D 3 K Q—Area 5
F 6 D 3 D 3 K R—Area 6
F 7 D 3 D 3 K T—Area B

BOARDER ZONE

Passwords

1 3 1 0 9 5—Unlock Time Course 4
0 2 0 9 7 1—Unlock Time Course 5
2 9 0 7 7 1—Unlock Trick Course 5
3 1 0 1 6 9—Unlock Slalom Course 5

BUFFY THE VAMPIRE SLAYER

Passwords

3 N K F Z 8—Episode 2
9 M D 1 W V—Episode 3
X T N 4 F 7—Episode 4
S B V P L 2—Episode 5
9 D 6 F 0 S—Episode 6
B N P X Z 9—Episode 7
G H 9 *M* R Y—See the ending

BUST-A-MOVE MILLENNIUM

"Hidden" Puzzle Mode (Normal Field)

At the title screen—while the words "PRESS START" are flashing—press **A, A, Down, Up**. A purple Space Invader will appear in the lower left corner of the screen to confirm the code. Now choose "Puzzle Mode" from the Stage Clearance menu and select "Normal Field" when the Mode Select screen appears. You'll be able to choose a new "Hidden Mode" from the next screen; it has a completely new set of puzzles.

"Hidden" Puzzle Mode (Wide Field)

At the title screen—while the words "PRESS START" are flashing—press **Left, Right, B, B**. A yellow Space Invader will appear in the lower left corner of the screen to confirm the code. Similar to the "Normal Field" cheat above, this code gives you the opportunity to select "Hidden Mode" when you choose the Wide field in Puzzle Mode.

Unlock All Secret Characters

At the title screen—while the words "PRESS START" are flashing—press **B, A, B, Down**. A blue Space Invader will appear in the lower left corner of the screen to confirm the code. Now you will find eight additional characters to choose from in any game mode that has a character-select menu.

BUZZ LIGHTYEAR OF STAR COMMAND

Stage Select

Enter the password "8 V V B B" to gain access to Planet Z and all of the preceding levels.

CARROT CRAZY

Stage Skip

Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press **START** to pause, then press **SELECT** to warp to the end of the current stage.

CHICKEN RUN

Level Passwords

Enter the following passwords to start at any level you choose. See page 30 of the game's instruction manual to learn the names of the medals. If you don't have a manual, here are the names of the medals in order (press **Down** to advance through the list): Bronze, Cross, Valor, Silver, Honor, Bravery, Crown, Diamond.
Level 2—Bronze, Cross, Crown, Bravery
Level 3—Diamond, Bravery, Honor, Bronze
Level 4—Cross, Bravery, Bronze, Bronze
Level 5—Crown, Diamond, Crown, Honor
Level 6—Valor, Diamond, Cross, Silver
Level 7—Honor, Valor, Cross, Bronze
Level 8—Diamond, Silver, Cross, Crown
Level 9—Honor, Valor, Bravery, Diamond
Level 10—Bronze, Bravery, Cross, Bravery
Level 11—Silver, Cross, Silver, Diamond
Level 12—Bravery, Diamond, Cross, Valor
Level 13—Silver, Cross, Bravery, Bravery
Level 14—Valor, Crown, Valor, Valor
Level 15—Bronze, Crown, Cross, Honor
Level 16—Valor, Silver, Bravery, Bravery
Level 17—Bronze, Silver, Valor, Diamond
Level 18—Crown, Valor, Diamond, Silver
Level 19—Cross, Silver, Silver, Crown
Level 20—Silver, Diamond, Valor, Bravery
Level 21—Crown, Valor, Cross, Silver
Level 22—Honor, Cross, Crown, Cross
Level 23—Crown, Silver, Cross, Honor
Level 24—Honor, Diamond, Valor, Diamond

Cheat Passwords

Enter any of the following codes at the password screen just as you would enter the stage passwords listed above. You'll hear a signal to confirm each code; note that it's different from the sound you hear when entering an incorrect password (and Fowler will not say that he doesn't recognize the password). You can enter as many of these codes as you wish in order to combine their effects; you can also enter a stage password when you're done.
Infinite time—Diamond, Honor, Cross, Crown
Infinite chicken feed—Valor, Valor, Bravery, Bronze
Mr. & Mrs. Tweedy can't see you—Crown, Bronze, Honor, Valor
Walk through solid objects—Cross, Diamond, Silver, Valor
Press **SELECT** while paused to skip stage—Honor, Valor, Bronze, Silver

COMMANDER KEEN

Cheat Passwords

B C D F - G H J K - L M N P - Q R S T—Infinite lives
T S R Q - P N M L - K J H G - F D C B—Access to all missions

EVEL KNIEVEL

Secret Password

Enter LASTSTAGE as your password. You'll get a message that says "Invalid Password!" and you'll be returned to the main menu. However, if you select "Start New Game" you'll be able to play the Snake River Canyon level immediately.

THE FINAL FANTASY LEGEND

Sound Test

At the title screen, press **SELECT + START + B** and hold all three buttons down for about three seconds. When you release the buttons, a sound test menu will appear.

FINAL FANTASY LEGEND II

Sound Test

At the title screen, hold **SELECT + B** and press **START**.

GAME & WATCH GALLERY

Reset Cartridge Memory

At the title screen, don't press **Up, Up, Down, Down, Left, Left, Right, Right**. If you do, you'll lose all of your high scores and saved milestones.

GEX: ENTER THE GECKO

Password

Choose "Password" from the main menu and enter the following code to access any level:
↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↑ ⇨ ⇦
⇦ ↓ ↓ → ⇨

GHOSTS 'N GOBLINS

Quest 1 Passwords

L ♥ K ♥ ♥ ♥ 8 L—Level 2
Q 0 *M* ♥ ♥ ♥ 1 H—Level 3
P S 5 ♥ 7 ♥ B 4—Level 4
T J R ♥ 7 ♥ 2 h—Level 5
J J T ♥ 7 ♥ 7 L—Level 6
K D C ♥ H ♥ S H—Final boss

Quest 2 Passwords

G N ♥ ♥ K 0 0 H—Level 1
G N 1 ♥ 5 0 B J—Level 2
X 4 3 ♥ 5 0 *M* R—Level 3
L S 5 H 9 1 1 4—Level 4
D N 7 ♥ 9 3 ♥ 7—Level 5
X N 9 ♥ 9 3 3 3—Level 6
N B C ♥ K 4 0 N—Final boss

GRAND THEFT AUTO

Unlock Hidden Characters

Before starting a game, rename the character "KELLY" to "SUMNER." Many hidden characters will appear in the menu.

HOT WHEELS STUNT TRACK DRIVER

Super Password

To unlock all of the tracks and the secret Twin Mill car, enter the password **Up, Left, Down, Right, Right, B**.

JAMES BOND 007

Mini-Games

To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BJACK" to play Blackjack, "BACCR" to play Baccarat or "REDOG" to play Red Dog.

KILLER INSTINCT

Boss Code

Choose any character; then, at the match-up screen just before the fight starts, hold Right on the D-pad and quickly press **SELECT, START, B, A**.

THE KING OF FIGHTERS '95

Secret Codes

When the Takara logo appears at the beginning of the game, press the **SELECT** button repeatedly for different effects as follows:

- Press **SELECT** three times to access two hidden characters, Saisyu and Rugal.
- Press **SELECT** 20 times for one additional hidden character, Nakoruru.
- If you press **SELECT** 25 times, you get the hidden characters, plus you'll start each battle with your Super meter maxed out.
- If you hold A + B and press **SELECT** at the Takara logo screen, you'll be able to choose the same character up to three times for a single team in Team mode.

KLAX (Game Boy Color version)

Passwords

Pillar, yellow alien, green diamond, green diamond—See the credits
Blue square, pillar, green diamond, green alien—Read the "story of *Klax*"
Yellow alien, pillar, pillar, green alien—Read the *real* story of *Klax*
Green alien, green alien, red circle, blue square—Mini-game (programmers' heads)
Red circle, green diamond, blue square, green alien—Mini-game "Snake"
Green alien, green alien, blue square, green alien—Mini-game "Fürd Herder"

THE LEGEND OF ZELDA: LINK'S AWAKENING

Exploding Arrows

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

Boomerang Trick

Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

THE LION KING

Stage Skip

At any time during the game, press **START** to pause, then quickly press **B, A, A, B, A, A**. You'll immediately skip to the next stage.

THE LION KING SIMBA'S MIGHTY ADVENTURE

Cheat Menu

At the title screen, press **Left, A, Right, Down, A, SELECT, SELECT**. A cheat menu will appear, allowing you to start with 99 lives, the amulet and more. Choose "Continue" at the cheat screen to access a level-select menu.

M&M'S MINIS MADNESS

Passwords

The Warehouse, part two—Green, Blue, Yellow, Red, Yellow, Yellow
The Conveyors, part one—Green, Blue, Green, Red, Green Yellow
The Conveyors, part two—Red, Yellow, Orange, Yellow, Brown, Blue
The Conveyors, part three—Brown, Green, Red, Blue, Orange, Blue

Game Boy tips

MARY-KATE & ASHLEY: GET A CLUE!

Passwords
M H N T G F—The Case of the Missing Mummy
N L B R T C—The Case of the Rock & Roll Mystery
R G T M N L—The Case of the Green Ghost
F B L H C H—The Case of the Summer Camp Caper

MEN IN BLACK: THE SERIES

Access Codes
2 7 1 0—Manhattan
1 8 0 7—Sewers
0 3 0 9—Aerodrome
2 7 0 5—Rooftops
3 1 0 7—Forest
1 9 4 3—Game ending
Zoom Mode
Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, hold the **SELECT** button and you can use the D-pad to make your character fly through the air to any part of the current stage.
Stage Skip
Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 9; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, press **START** to pause, then press **SELECT**; you will be warped immediately to the end of the stage.

MOON PATROL/SPY HUNTER

Infinite Lives in Moon Patrol
At the title screen, press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, A**; you'll hear a signal to confirm the code.
Start Spy Hunter *with All Special Weapons*
At the title screen, press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, B**; you'll hear a signal to confirm the code.

MORTAL KOMBAT 4

Extra Credits
At the difficulty select screen, press **Up** or **Down** to change the number of credits displayed at the top of the screen; you can start with up to five.
Kombat Codes
At the "Enter Kombat Code" screen just before a fight, enter the following codes using the D-pad. The numbers represent the number of times you have to press **Up** to change the symbol in each box. You can also advance through the icons in reverse order by pressing **Down**. For example, to unlock Reptile as a playable character, enter the code 192-234 as follows:
1) Highlight the first icon box, press **Up** once.
2) Highlight the second icon box, press **Up** nine times (or Down once).
3) At the third box, press **Up** twice.
4) At the fourth box press **Up** twice.
5) At the fifth box press **Up** three times.
6) At the last box press **Up** four times.
You'll get a message to confirm proper entry of each code:
1 9 2 - 2 3 4—Unlock Reptile
2 0 5 - 2 0 5—Fight against Reptile
0 0 1 - 0 0 1—Unlimited Run
9 8 7 - 1 2 3—No power bars
1 0 0 - 1 0 0—Throwing disabled
0 2 0 - 0 2 0—Blocking disabled
6 8 8 - 4 2 2—Dark Kombat
9 8 5 - 1 2 5—Psycho Kombat
3 3 3 - 3 3 3—Randper Kombat
0 0 0 - 7 0 7—Computer starts with 1/4 life
7 0 7 - 0 0 0—Player 1 starts with 1/4 life
0 0 0 - 0 3 3—Computer starts with 1/2 life
0 3 3 - 0 0 0—Player 1 starts with 1/2 life

MR. NUTZ

Passwords
D D M M N N—Adventure Park
N N R R G G—The Living Room!
C C L L R S—Volcano Underpass
J J M P P R—Mean Streets
S W W T C H—Ice Scream

MTV SPORTS: T.J. LAVIN'S ULTIMATE BMX

Password
6 Y B B Q B 8 8 C 8 F—See the ending (this password also unlocks a number of modes and courses)

THE MUMMY RETURNS

Passwords
From the main menu, select "Load Game" to enter the password input screen. Remember, all passwords read clockwise starting from the topmost letter on the screen. Hold **A** while entering it to see what you are doing.
1PWK47—Break-in at the O'Connell Mansion
K 3 J 1 7 8—The Rescue
X S 0 N 0 C—Bus Getaway
N 0 N 1 F 1—Canyon Chase
8 4 S 6 L 7—Arrival at the Oasis
1 4 4 W 8 8—Into the Pyramid
R D V 0 1 1—Final Escape
6 4 P S 1 T—Ending

NBA HOOPZ

Secret Codes
Enter the following codes at the "Play Match" screen just before the game starts. You'll see a confirmation message in the box at the bottom of the screen each time you enter a code correctly. Each code consists of three numbers and a direction on the D-pad; these numbers represent the number of times you must press the **START**, **B** and **A** buttons before pressing the D-pad to "register" the code. For example, to enter the "Factory court" code, press **START** three times, **B** once and **A** twice, then press **Down** on the D-pad.
0-1-2-**Up**—Infinite Turbo
2-2-2-Left—No Fire
1-0-0-**Down**—Show Hotspot
1-1-2-**Down**—Practice court
3-1-2-**Down**—Factory court
3-0-1-Left—Night Club court
3-3-3-**Up**—Roof Top court
3-2-1-**Right**—Island court
1-2-3-Left—Volcano court
2-0-3-**Right**—Prison court
2-1-0-**Right**—Oil Rig court
0-3-2-**Up**—Future court

THE NEW ADVENTURES OF MARY-KATE & ASHLEY

Passwords
C B T H P M—The Case of Volcano Mystery
G M Q T C K—The Case of the Haunted Camp
L H D D Q J—The Case of the Fun House Mystery
M D G K M Q—The Case of the Hotel Who-Done-It

NFL BLITZ

Passwords
0 5 2 6 7 5 4 5—Play as the Midway Blitzers
0 0 6 0 6 7 4 4—Play as the Emeryville Eclipse
Secret Codes
Choose "Exhibition" from the main menu and pick a team. When the "Vs." screen appears, enter any of these codes for different effects:
Infinite Turbo—**START, START, START, START, START, B, A, A, A, A, Up**
No Fumbles—**START, START, START, START, B, B, A, A, A, Down**
Invisible Receiver—**START, START, START, START, B, B, B, A, A, A, Up**
No Pointer—**START, START, START, B, B, B, A, A, A, Left**
Start in Overtime—**A, A, A, A, A, A, Up**
Parking Lot Field—**START, START, START, B, B, A, A, A, Down**
Space Field—**START, START, A, A, Right**
Night Game—**START, START, B, B, A, A, Right**
Predator Mode—**START, START, START, START, START, B, B, B, B, B, A, Up**

PITFALL: BEYOND THE JUNGLE

Passwords
S W N G R B T S—The Wilderness
F L T Y W T R S—Underground Caverns
G N G D W N—The Volcano
S L T H H R N G—The Prison 1
8 N G D N S D—The Prison 2
S W P N G B L W—The Scourge

POKÉMON: SPECIAL PIKACHU EDITION (Yellow version)

Level Up Pikachu
When playing *Pokémon Yellow*, your starting Pikachu will obey you no matter what level he is or how many badges your character has earned. Knowing this, one quick way to blaze through the game is to trade your starting Pikachu into another *Pokémon* game that you've already finished and quickly level Pikachu up by having him lead off during battles in the Elite Four tournament. When you trade him back into *Pokémon Yellow*, your character will have no trouble controlling him, even if his levels are maxed out and you haven't earned a single badge. This will only work with your *Pokémon Yellow* starting Pikachu, i.e. the one that follows you around everywhere.
Bucket Head Pikachu
Pikachu trails behind your main character during the game, and you can turn around and "speak" to Pikachu to get a graphical representation of what's on his mind. When you take Pikachu fishing, maneuver your character so you're standing beside Pikachu. After fishing, turn to speak to Pikachu and he will respond with a bubble over his head with a picture of a fish in it. Zoom in on Pikachu and you'll see that he's put your fishing bucket on his head!

POKEMON PUZZLE CHALLENGE

Extra Difficulty Levels in TP Challenge Mode
Choose "Challenge" from the "1 Player" menu; at the "Game Lvl." screen, highlight "Hard," hold **SELECT** and press **A** to unlock the "S-Hard" difficulty option. Highlight "S-Hard," hold **SELECT** and press **A** again to unlock the "Intense" difficulty setting.
Extra Options
Choose "Options" from the main menu, then hold **SELECT** and press **A**; you'll hear a chime. Now press **Down** to find seven new items at the Options menu.
View Chain Stats
At the main Records menu, hold **SELECT** and press **A**; a new menu screen will appear that lets you view more detailed stats about the chains you've created.

PRINCE OF PERSIA

Passwords
0 6 7 6 9 0 7 5—Level 2
2 8 6 1 1 0 6 5—Level 3
9 2 1 1 7 0 1 5—Level 4
8 7 0 1 9 1 0 5—Level 5
4 6 3 0 8 1 3 5—Level 6
6 5 9 0 3 1 9 5—Level 7
7 0 9 1 4 1 9 5—Level 8
6 8 8 1 3 6 8 5—Level 9
0 1 4 1 4 6 5 4—Level 10
3 2 7 1 0 7 4 4—Level 11
2 6 6 1 4 7 7 4—Level 12
9 8 1 1 9 4 6 4—Battle with Jaffar
8 9 0 1 2 4 1 4—Ending

PROJECT S-11

Passwords
F L L T—Mission 1
H 0 1 3—Mission 2
3 1 1 F—Mission 3
S Z P P—Mission 4
0 Z 3 7—Mission 5
G J Z T—Mission 6
G F G F—Mission 7
V 0 7 T—Mission 8

RAMPAGE 2 UNIVERSAL TOUR

Make Your Own Password
To start at any stage with any character, choose "Password" from the main menu, then construct a password as follows:
1) Enter one of the following as the first character of your password to choose which character you'd like to play as:
B—Curtis
C—Boris
D—Ruby
F—George
G—Lizzie
H—Ralph
J—Myukus
K—Pucous
L—Noobus
2) Enter one of the following as the second character of your password to choose which area you'd like to start in:
B—U.S.A.
C—Europe
D—Asia
F—Everywhere else
G—Outer Space
3) Enter any character except 4, 5, 6, 7, 8, 9 and A as the third character of your password to choose which city you'd like to start in. Each area has 25 cities; enter **B** to choose the first city, C to choose the second, etc. all the way up to the number 3 which represents the 25th city in the chosen area.
4 - 8) Enter "B B B B N" as the fourth through eighth characters of your password.
9) Now you're at the last character of the password, so all you need to do is to try each character—one at a time—until you find the one that "locks" the password into place with a checksum. If you get sent back to the main menu when you press **A**, your password is in place, so just choose "Start Game" to begin.

ROAD CHAMPS: BXS STUNT BIKING

Password
Q G F 7—Unlock all modes and most levels

ROCKET POWER: GETTIN' AIR

Unlock All Levels
From the main menu, select "Password." At the password entry screen, press any of the following button combinations to start a game with all levels unlocked at the corresponding skill level:
Skill 1—**Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Up, Right, Down, Down, Right, Up, Up, Up, START**
Skill 2—**Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up, START**
Skill 3—**Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, START**

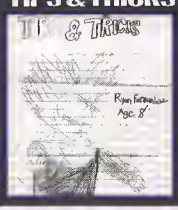
THE RUGRATS MOVIE

Passwords
B V B Y F J N D—Train Crash
T Q M M Y _ Q K—Hospital
R J D B C V R T—Light Woods
V N G B L J C V—Dark Woods
B J G S M V S H—Reptar Ride
L J T B W Q Q D—Ancient Ruins

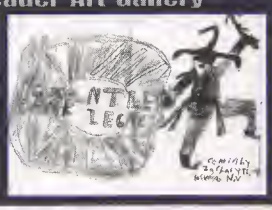
RUGRATS: TIME TRAVELERS

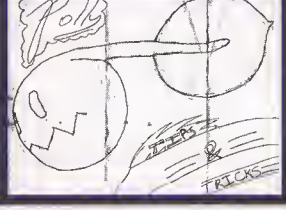
Passwords
M J N F L F V L—1800s Goldmine
F G Y P T L F V—Ancient Egypt
V T L V N T J 5—Atlantis
J V R R V S J C—Jurassic
M F D J F V V L—Medieval
F V J R Y L F V—Fairytale

TIPS & TRICKS Reader Art Gallery



by Ryan Fernandez, Madison, AL


by Zachary Thomas, Las Vegas, NV



by Felix Gonzalez Acosta, San German, Puerto Rico

P J R V T F L V—Pirates!
C J R C V S L V—Big Top
S P V C F L F V—Outer Space
C Q Q K J F S 5—Toy Palace North Wing
B V B Y R J C F—Wild West
C R V W L J N G—Toy Palace East Wing
P L V Y P F N 5—Toy Palace South Wing
T Q Y B Q X F 5—Toy Palace West Wing
T R V J N S F T—On the Moon
B V T H T J M F—Crane mini game
C F J N S T F R—Bell mini game
B V B Y G R Q W—Shooting mini game
W F V N N J N G—Egg mini game
P R F S F N T 5—Ending

SHAMUS

Cheat Passwords
Enter any of the following passwords to start at the corresponding stage with all keys in your inventory and 31 lives in reserve:
5 G F 3 5 G V 1 V—Level 1: The Laboratory
4 G F 3 5 G V 1 T—Level 2: Shadow Studios
7 G F 3 5 G V 1 X—Level 3: Abandoned L.A. Subway System
6 G F 3 5 G V 1 V—Level 4: The Shadow's Lair Hotel and Casino

SHREK: FAIRY TALE FREAKDOWN

Password
Z P M H L C M R Q—Unlock all characters

THE SIMPSONS: NIGHT OF THE LIVING TREEHOUSE OF HORROR

Passwords
F W X C K J X G L W N—Flying Tonight
W S Q L S W R B N R F—Plan 9 From Outer Springfield
B X P G C F P Y J W B—Vlad All Over
N P K Y G B K T F W Q—Nightmare Cafeteria
W S Q J L T Q F Y W K—If I Only Had a Body
X Q R F J W R B T W P—King Homer

THE SMURFS' NIGHTMARE

"Easy" Mode Passwords
Hefty Smurf, Brainy Smurf, Handy Smurf—The Rabbit Race
Hefty Smurf, Cook Smurf, Astrosmurf—The Mysterious Planet
Brainy Smurf, Hefty Smurf, Hefty Smurf—The Workbench Gone Mad
"Hard" Mode Passwords
Brainy Smurf, Handy Smurf, Hefty Smurf—The Rabbit Race
Astrosmurf, Hefty Smurf, Brainy Smurf—The Mysterious Planet
Hefty Smurf, Cook Smurf, Handy Smurf—The Workbench Gone Mad

SNOOPY TENNIS

Password
W W X R—Unlock all characters

SPACE INVADERS (Game Boy Color version)

Passwords
C L S S 1 2 8 1 9 9 9 D B M—Classic Mode
W W Y X T C 2 N Q W 7 9 V Y—Venus
7 W Z 4 V C L N 4 W B 1 V 7—Mars
R S S N 3 Q J 7 B 7 G J M C—Jupiter
W S P Z M S 0 B N 7 H 8 N F—Saturn
C V 1 7 Q W K G J 3 X B R S—Uranus
H V 2 7 R W 1 G N 3 Y 0 R 7—Neptune
M V 7 H R C L H S 3 Z S R 9—Pluto

SPAWN

"Normal" Passwords
Chapter 1—Spawn, blank, heart, skull
Chapter 2—heart, heart, skull, heart
Chapter 3—heart, skull, skull, blank
Chapter 4—skull, Spawn, skull, heart
Chapter 5—heart, skull, Spawn, Spawn
Chapter 6—Spawn, Spawn, heart, blank
Chapter 7—skull, Spawn, Spawn, heart
"Hard" Passwords
Chapter 1—heart, heart, blank, Spawn
Chapter 2—blank, heart, Spawn, heart
Chapter 3—Spawn, skull, blank, skull
Chapter 4—heart, Spawn, skull, Spawn
Chapter 5—Spawn, heart, blank, Spawn
Chapter 6—skull, skull, Spawn, heart
Chapter 7—Spawn, heart, skull, Spawn

SPIDER-MAN (Game Boy Color version)

Passwords
From the title screen, select "Continue," then enter any of the passwords below. You'll automatically be taken to the corresponding stage after entering a correct password.
G V C B F—Venom defeated
Q V C L F—Venom and the Lizard defeated
G – F G N—Connors Lab

SPIDER-MAN 2: THE SINISTER SIX

Cheat Codes
Enter any of the following codes at the title screen:
Unlock "Nightmare" difficulty level—**Up, Down, Right, A** (or **A, B**, **SELECT, Up, Right, Down**)
Play secret mini-game—**A, B, A, B, Down**
Infinite webbing—**Left, Down, B, Up**
Web kills enemies instead of immobilizing them—**Down, A, B, A, A**
Cheat Menu (stage select, infinite health, infinite webbing)—**B, A, Left, Down, Up, Right**

SPONGEBOB SQUAREPANTS LEGEND OF THE LOST SPATULA

Cheat Code
Choose "Continue" from the main menu and enter "D3BVG-M0D3" as your password. You will start the game with all of the items in your inventory. You will also find a new option called "Level Select" at the Pause Menu: this allows you to skip to any stage. Note that using this code may cause the game's graphics to become corrupt during normal gameplay or at the map screen.

STAR TREK: THE NEXT GENERATION

Mission Select
Enter the cheat code "OVERRIDE" at the password screen. When Picard appears to send you on a mission, you can choose different assignments by pressing **Up** on the D-pad.

STAR WARS EPISODE I OBI WAN'S ADVENTURES

Passwords
B Q V Q K—Level 2
W N L R M—Level 3
S D G N K—Level 4
C N L M L—Level 5
B X G T G—Level 6
Q S R V J—Level 7
T K G J Z—Level 8
L P Z C P—Level 9

STAR WARS: YODA STORIES

Infinite Health
At the title screen, press **B, A, Left, Right, A**. You won't hear any signal to confirm the code, but when you start the game, your health meter will always remain filled.
Stage Select
At the title screen, press **Up, Up, B, Down, A**. You won't hear any signal to confirm the code, but when you choose "New Game" at the main menu, a stage-select menu will appear.

STUART LITTLE: THE JOURNEY HOME

Passwords
Stick 'Em Up—Burger, Wrench, Pinwheel, Pinwheel
Ahoy There—Burger, Burger, Compass, Pinwheel
Flag Pole Position—Burger, Compass, Wrench, Wrench
Make it Snappy—Pinwheel, Compass, Burger, Pinwheel
Roadster Racing—Wrench, Wrench, Burger, Pinwheel
Up To His Neck In it—Pinwheel, Wrench, Compass, Pinwheel
Escape From Central Park—Burger, Wrench, Burger, Pinwheel

TARZAN (Disney version)

Passwords
Note: The following codes are shown in numerical form. To enter them, you must press **Up** on the D-pad the number of times shown for each of the four positions in the password. For example, to start at the "Jungle Legend" stage (**1 2 6 3**), enter the code as follows:
• Highlight the first character of the password, press **Up** once
• Highlight the second character, press **Up** twice
• Highlight the third character, press **Up** six times
• Highlight the last character, press **Up** three times
Now press **START** to lock in the password.
3 1 2 3—The Jungle is my Playground
0 0 4 5—I'm No Second Banana
1 2 6 3—Jungle Legend
6 6 2 0—Go Out on a Limb
5 4 3 6—Ship Escape

TETRIS DX

Rising Pieces
At any time during the game, you can make a falling piece rise back up to the top of the screen. (This trick will not work if the falling piece is a four-square block or a straight line of four blocks.) To do the trick with any other piece, hold **Left** until the falling piece touches the left side of the screen, then continue to hold **Left** and tap the **A** button as rapidly as you can. As the piece rotates, it will climb back up to the top of the screen. This also works on the right side of the screen if you hold **Right** on the D-pad and rapidly tap the **B** button.

TONY HAWK'S PRO SKATER 2

Passwords
B S B L P T G B B B B V—All boards & levels unlocked
V I T T M B B B B B V V—Start with Tony Hawk and $81,910

TOP GEAR POCKET

Password
Enter the password "Y Q X— % Z" to unlock all cars and earn gold trophies in all courses.

TOY STORY 2

Passwords
P B P P—Scene 2
B J W J—Scene 3
P J B W—Scene 4
W B P P—Scene 5
J P W W—Scene 6
J B P J—Scene 7
W P W P—Scene 8
J J W W—Scene 9
P B W J—Scene 10
B P W W—Scene 11
W W W W—Ending

TUROK 3: SHADOW OF OBLIVION

Secret Passwords
From the main menu, select "Options," then select "Password." Enter any of the passwords below.
Z X L C P M Z—Infinite Ammo
F J V H D C K—Infinite Lives

V-RALLY EDITION 99 (a.k.a. V-RALLY CHAMPIONSHIP EDITION)

Passwords
F A S T—Unlock "Medium" courses in Arcade mode
F O O D—Unlock "Hard" courses in Arcade mode

WACKY RACES

Password
Enter the password "M U T T L E Y" to unlock all of the secret characters and the "Crazy" Cup.

WWF BETRAYAL

Debug Mode Passwords
At the title screen, select "Continue," then enter "4 2 3 2" as your password at the following screen. If you entered it correctly, a debug screen will appear where you can select any level, make yourself invincible and more.

WWF WRESTLEMANIA 2000

Championship Passwords
Each of the following passwords will put you only two matches away from fighting against the last opponent of the game, Vince McMahon.
P K D Y—Last Password for Billy Gunn
C T F V—Last Password for Steve Austin
F T D 8—Last Password for The Rock
R C D D—Last Password for X-Pac

X-MEN: MUTANT ACADEMY

Unlock Phoenix
At the title screen, press **Down, Right, Down, Up, Left, Right, B, A**. If you entered the code correctly, you'll see a special message appear.
Unlock Apocalypse
At the title screen, press **Right, Left, Up, Down, Left, Up, B, A**. If you entered the code correctly, you'll see a special message appear.

X-MEN: WOLVERINE'S RAGE

Stage Skip
At the title screen—when the words "Press Start" appear—press **Up, Up, Up, Up, Down, Down, Down, Down, Left, Left, Left, Left, Right, Right, Right, Right, B, A**; you'll hear a sound to confirm the code. Note: After you hear the sound, you must press **START** to advance to the main menu before the title screen fades or the code will not work. With this code in place, you can skip to the next stage at any time during the game by pressing **SELECT**.
Alternate Costume
At the title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**; you'll hear a sound to confirm. When you start the game, Wolverine will appear in the brown costume he wore in the comics during the '80s.

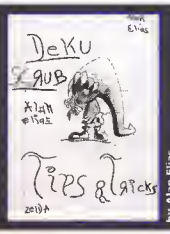
XTREME SPORTS

Cheat Menu
At the title screen menu, press **Left** five times, **Up** five times, **Right** five times, **Down** five times and **SELECT** five times. A cheat menu will appear that allows you to play any stage, view a "Scrapbook" about the making of the game and more. At the Sound Test menu, hold **A** and press **Left** or **Right** to change the number, then press **SELECT** to listen to it.
See the Ending
Enter the Sign-In Hut and enter your name as "staff" (all in lowercase). Exit the hut and go left; when you enter the Snack Hut you'll enter a secret level that displays the game's credits.
All Competition Medals
Enter the Sign-In Hut and enter your name as "xyzzy" (all in lowercase). Back outside, hold the **A** button and press **SELECT** to earn all 400 competition medals instantly. Now all you need to do is find the 20 secret Medals. If you hold **A** and press **SELECT** again, the Medal count will return to zero.

YARS' REVENGE

Password
Enter the passcode "O + O D" to start at any stage up to and including Level 240.

by Alex Negovan, Charlottesville, VA



by Alan Elias, Westminster, CA

by Aaron Knull, Middletown, PA

by Caleb Stone, Adrian, MI

4X4 EVOLUTION
Start With $1,000,000
At any time during gameplay, plug a Dreamcast keyboard into port D. If a message appears, just press **START** to return to the race. Now type the word "goldfinger" on the keyboard and you'll hear a special sound effect. Next, type "givememoneyordie" and you'll hear the same sound effect again. Finally, press **START** to pause the game, then select "Quit." Now when you start a new game in Career mode, you'll have $1,000,000.

AERO WINGS
Unlock Everything
Press **L + R** at the title screen. You'll hear a voice say "OK, good." When you begin a new game, you'll have access to all the stages and all the craft. Also, you'll have a score of 100 on every Blue Impulse Mission.
Special Options
Begin a new game from the title screen and enter "TASCAS" as your name. A new section called "Special," will appear in the "Game Config" menu under the "Options" menu. From here you can access three special options: Player Assist on/off, HUD on/off and Cockpit on/off.

AERO WINGS 2: AIRSTRIKE
Unlock Everything!
At the "Game Select" screen, hold **L + X** and press **Y**. You'll hear a special sound effect upon entering this correctly; now all of the planes, maps and missions will be unlocked.

ALIEN FRONT ONLINE
Unlock All Stages
Input "% l 2 l 7 l l" as your name when the prompt appears. The second and last characters are a lowercase L, and the fourth and sixth characters are an uppercase I.

BANGAI-O
Level Select
At the main menu, select "Start Game." Next, at the "Enter your Initials" screen, press **Down, Down, Down, Down, Right, Down, Down, Down, Down, Right, Down, Down, Down, Down, A**. Then select "Start Game" again. You'll now be able to select any level by pressing **Right** or **Left** at the following screen.
Secret Garden
First, enter the previous code. At the level select screen, select "Exit," then select "Game Options." Next, select "Done." A new options menu called "Secret Garden" will appear.

CRAZY TAXI
Use the Rickshaw Bike
At the character selection screen, highlight the character you would like to play as, then enter the following code very carefully:
Hold L, hold R, release L, release R
Hold R, hold L, release R, release L
Next, press **A** to confirm your cabbie; you'll hear a bicycle ring if you entered the code correctly.
Another Day Mode
At the character selection screen, move the cursor to the character you would like to play as. Press and release **R** once, then hold down **R** and press **A**. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.
No Arrows Mode
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **R + START** until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow usually at the top of the screen will never appear.
No Destination Mark Mode
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **L + START** and press **A**. Don't let go of **L + START** until the words "no destination mark" appear in the lower left corner of the screen. In this mode, the destination marker will never appear.
Expert Mode
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **L + R + START** and press **A**. Don't let go of **L + R + START** until the word "EXPERT" appears in the lower left corner of the screen. In this mode, both the destination marker and arrow will never appear.
Alternate Views and Speedometer
Plug a controller into port C, then press **START** on Controller C at any time during the game. Now you can use the following commands on Controller C:
• Press **Y** to switch the view to one of the "replay" type cameras like in the game's intro.
• Press **B** to switch the view to inside the driver's seat.
• Press **A** to return to the original view.
• Press **X** five times to make a speedometer will appear at the lower right corner of the screen. Subsequent presses of the **X** button will toggle it on and off.

CRAZY TAXI 2
No Arrows
At the character-select screen, highlight the cabbie you want to play as, press and release the **START** button, then press **START** again and hold it down while pressing **A** to lock in your choice. You'll see the words "no arrows" appear in the corner of the screen. Now the arrow that points to your next turn will no longer appear.
No Destination Mark
At the character-select screen, highlight the cabbie you want to play as, press and release the **Y** button, then press **Y** again and hold it down while pressing **A** to lock in your choice. You'll see the words "no destination mark" appear in the corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level.
Expert Mode
At the character-select screen, highlight the cabbie you want to play as, press and release the **START** button, then hold **START + Y** and press **A** to lock in your choice. You'll see the word "EXPERT" appear in the corner of the screen. This code combines the effects of the "No Arrows" and "No Destination Mark" codes.
Speedometer
You need a second controller plugged into Port C to enter the remaining codes. At any time during a game, hold **START** and press **Up** five dimes on the D-pad using Controller C. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To turn it off, just hold **START** and press **Up** on Controller C again.
Alternate Camera Angles
Use the following button combinations on Controller C to change the camera angle at any time during the game:
• Hold **START** and press **X** on Controller C to get a rotating camera that moves clockwise around your vehicle. Hold **START** and press **X** again to make the camera rotate counter-clockwise.
• Hold **START** and press **Y** on Controller C to switch to a camera that follows you from a fixed location and switches to various fixed locations as you drive around. In this mode, you can tilt the camera by pressing **Up** and **Down** on the D-pad on Controller C.
• Hold **START** and press **B** on Controller C to toggle between three additional camera angles. One is a first-person view through the windshield of your cab, one is a close up view of your passenger's face and one is a low-angle "street" camera. While using the low-angle camera, you can use the D-pad on Controller C to switch between the following three views:
Left—Just behind the left front tire
Right—Just behind the right front tire
Up—Very low, right in front of the vehicle
• Hold **START** and press **A** on Controller C to return to the default view.
Blue Arrow
If you hold **START** and press **L** on Controller C during a game, the arrow that points to your destination will be blue instead of green. Unlike the green arrow—which simply points to the next turn you should take—the blue arrow points directly to the destination mark, even if there's a huge obstacle or impassable chasm between you and your goal.

DRACONUS: CULT OF THE WYRM
Cheat Codes
At the title screen, press **X, Y, Y, X, X, Y, Y**. You'll hear a special sound effect to confirm. Then, during gameplay, press **START** to pause and enter any of the codes below:
Restore Health—Hold **L + R** and press **Left**.
Level Skip—Hold **L + R** and press **Down**.
Super Code—Hold **L + R** and press **Right**.

EXPENDABLE
Secret Codes
Enter each of the following codes during a game as follows: Press **START** to pause the game, input the code, then press **START** again to unpause. After successfully entering a code, a confirmation will appear at the bottom of the screen after unpausing the game. To access the level select, you must return to the main menu after entering the code.
1st Person View—**L, Left, R, Right, X, X, Down, Down, R, L**
Invincibility—**Up, Down, Left, Right, X, Up, Down, Left, Right, Y**
More Grenades—**Down, Down, Down, Down, Down, Up, Up, Up, Up, R**
More Lives—**A, B, X, Y, L, R, Up, Down, Left, Right**
More Credits—**A, B, Left, A, B, Right, B, A, Down, R**
Level Select—**Up, Down, Up, Down, Up, Down, Left, Right, Right, Y**
Level Skip—**Y, Y, X, X, L, R, Down, Down, Up, Up**
Watch Ending—**L, R, L, R, Left, Right, Left, Right, Y, X**

F355 CHALLENGE: PASSIONE ROSSA
Extra Courses
At the "Options" menu, hold down **X + Y**. When you do this, a new menu item, "Password" will appear. While still holding **X + Y**, move the cursor to "Password" and press **A**. At the following screen you may enter any of the passwords below. Note the upper and lowercase letters in each of the words.
CinqueValvole—Unlock Florano
LiebeFrauMilch—Unlock Nurburgring
StarsStripes—Unlock Laguna Seca
KualaLumpur—Unlock Sepang
DaysofThunder—Unlock Atlanta

FIGHTING FORCE 2
Stage Select
At the title screen, press **Left, Up, X, Up, Right, Y**. You'll see the screen flash after inputting the code correctly. Choose "Start Game," and a level-select menu will appear.

GIGA WING
Unlock All Gallery Images & Stranger
From the main menu, select "Gallery." Then, press **B, X, Y, B, B, Y, X, B**. You'll hear a special sound effect if you entered it correctly. Also, when you start a new game, Shinnosuke's new craft, Stranger, will be available.

GIGA WING 2
Unlock All Gallery Images and Secret Options
At the main menu, select "Gallery," then press **Up, X, Y, X, Down, Y, X, Y, Y**. If you entered the code correctly, you'll see all the gallery images appear immediately.

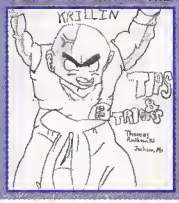
GRAND THEFT AUTO 2
Cheat Codes
Before you begin a game, change your name to any of the following ones below. You won't be able to see that you've entered most of these correctly until you start a game.
MUCHCASH—Start with $500,000
ULTIMATE—Start with $9,999,999
BIGGUNS—Start with all weapons
BIGCATS—Start with 99 lives
SESAME—Unlock all levels
INFINITY—Infinite energy
LAWLESS—No police
DBLWAMMY—Start with Infinite Double Damage power-up
SCOOBYDO—Start with Infinite Invisibility
BIGFRIES—Start with Stun Gun & Infinite ammo
TOASTIES—Start with Flame Thrower & infinite ammo
WOUNDED—Blood splats
ALLFREND—Max. respect for all gangs
ERRHUH—All pedestrians are Elvis
LOSTTOYS—Retain weapons even if you get arrested or die

HIDDEN AND DANGEROUS
Unlock Cheats & All Missions
From the main menu, select "Start Game." Next, enter "RVLL" as your name (the second "L" should be flashing) and press **A**. If you entered the code correctly, the name should become erased automatically. Now press **B** to return to the main menu. You'll see the text "ALL MISSIONS" appear at the bottom of the menu. If you press **START** during gameplay, you'll see a new item called "Cheats" within the pause menu.
More Cheats
These cheats will require the use of a keyboard. First, select "Start Game" from the main menu. Next, enter "!WILLCHEAT" as your name and continue the game setup as normal. Now you can enter any of the following codes at any time during gameplay. You'll hear a special sound effect after inputting each one. Remember, you must use the Dreamcast keyboard to type in these codes and you won't be able to see what you are typing as you do it.
enemyb—Toggle enemy view backward
enemyf—Toggle enemy view forward
resurrect—Resurrect dead teammates
funnyhead—Big heads

INCOMING
Cheat Menu
At the main menu, press **Up, Down, Left, Right, X, Up, Down, Left, Right, Y**. A new cheat menu will immediately appear.

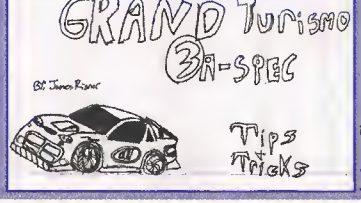
KAO THE KANGAROO
Secret Codes
At any time during gameplay, press **START** to enter the pause menu, then select "Back to Map." Next, enter any of the following codes at the map screen that appears:
Unlock all stages—Hold **L + R** and press **Up, Down, Right, Left, Up, X**
Add one glove to your inventory—Hold **L + R** and press **Down, Right, Left, Down, A**

TIPS & TRICKS Reader Art Gallery



by Thomas Rajkowski, Jackson, MS

by Randy Rogers, Joaquin, TX



by James Risner, Killen, AL

LEGACY OF KAIN: SOUL REAVER

Secret Codes

At any time during the game, press **START** to pause, then enter any of the following codes for different effects. You may also hold **R** instead of **L** in the codes below. Each code will take effect as soon as you unpause the game.

Restore Health—Hold **L**, press **Down**, **B**, **Up**, **Left**, **Up**, **Left**

Restore Magic—Hold **L**, press **Right**, **Right**, **Left**, **Y**, **Right**, **Down**

All Abilities—Hold **L**, press **Up**, **Up**, **Down**, **Right**, **Right**, **Left**, **B**, **Right**, **Left**, **Down**

LOONEY TUNES SPACE RACE

Secret Codes

At the main menu, select "Options," then select "Cheats." At the next screen, you may enter any of the following codes:

C H E E S F I S H—Unlock everything
S U C C O T A S H—No Gags
D U C K A M U C K—Infinite Turbo
S A M R A L P H—Mirrored courses

MAG FORCE RACING

All Tracks & Vehicles

At the main menu, hold **X** + **Y** and press **Up**, **Left**, **Down**, **Right**, **Right**, **Up**, **Down**, **Right**.

MARVEL VS. CAPCOM

Secret Characters

Enter the following codes at the character-select screen. Remember, don't press any additional directional buttons before entering any code at this screen. Each of these characters has slightly different properties than their normal counterparts.

Evil Morrigan—Move the cursor to Zangief, then press **Left**, **Left**, **Down**, **Down**, **Right**, **Right**, **Up**, **Up**, **Down**, **Down**, **Down**, **Down**, **Left**, **Left**, **Up**, **Up**, **Up**, **Up**, **Right**, **Left**, **Down**, **Down**, **Down**, **Down**, **Right**, **Right**, **Up**, **Up**, **Up**, **Up**, **Left**, **Left**, **Down**, **Down**, **Down**, **Down**, **Right**, **Down**, **X**

Roll—Move the cursor to Zangief, then press **Left**, **Left**, **Down**, **Down**, **Right**, **Right**, **Down**, **Down**, **Left**, **Left**, **Up**, **Right**, **Up**, **Up**, **Right**, **Right**, **X**

Shadow Lady—Move the cursor to Morrigan, then press **Up**, **Right**, **Right**, **Down**, **Down**, **Down**, **Down**, **Left**, **Left**, **Up**, **Up**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left**, **Down**, **Down**, **Right**, **Right**, **Down**, **Down**, **Left**, **Left**, **Up**, **Up**, **Right**, **Right**, **Up**, **Up**, **Left**, **Left**, **Down**, **Down**, **Down**, **Down**, **X**

Orange Venom—Move the cursor to Chun-Li, then press **Right**, **Down**, **Down**, **Down**, **Down**, **Left**, **Up**, **Up**, **Up**, **Up**, **Right**, **Right**, **Down**, **Down**, **Left**, **Left**, **Down**, **Down**, **Right**, **Right**, **Up**, **Up**, **Up**, **Up**, **Left**, **Left**, **Up**, **X**

Orange Hulk—Move the cursor to Chun-Li, then press **Right**, **Right**, **Down**, **Down**, **Left**, **Left**, **Right**, **Right**, **Down**, **Down**, **Left**, **Left**, **Up**, **Up**, **Up**, **Up**, **Down**, **Down**, **Right**, **Right**, **Up**, **Up**, **Down**, **Down**, **Down**, **Down**, **Up**, **Up**, **Up**, **Up**, **Left**, **Up**, **X**

Gold War Machine—Move the cursor to Zangief, then press **Left**, **Left**, **Down**, **Down**, **Right**, **Right**, **Down**, **Down**, **Left**, **Left**, **Up**, **Up**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left**, **Down**, **Down**, **Down**, **Down**, **Right**, **Right**, **Up**, **Up**, **Left**, **Left**, **Down**, **Down**, **Right**, **Right**, **Up**, **Up**, **Up**, **Up**, **Up**, **X**

MAT HOFFMAN'S PRO BMX

Secret Codes

At any time during gameplay, press **START** to pause the game, then enter any of the following codes. You'll see the pause menu shake after entering a correct code.

Hold **L** and press **X**, **Up**, **B**, **A**—Add eight minutes to your remaining time

Hold **L** and press **Left**, **B**, **X**, **Y**, **X**, **B**, **A**—Display balance meter

Hold **L** and press **Left**, **Down**, **Y**, **B**, **Up**, **Left**, **Y**, **X**—Infinite Special meter

MORTAL KOMBAT GOLD

Cheat Menu

At the title screen, quickly press **Up**, **Up**, **Down**, **Down**, **Left**, **Left**, **Right**, **Right**. You should hear a low chuckle after pressing **Down** the second time, then Shao Khan will say "Outstanding" if you complete the code quickly enough. Next, press **START** to reach the main menu, then press **Block** + **Run** (**L** + **R** in the default control configuration) simultaneously to access the cheat menu.

Secret Characters

With the above code in place, access the character select screen, move the cursor to "Hidden," then enter any of the following codes to play as a secret character:

Sektor—Hold **Block** + **Run**, press **Up**, **Up**, **Up**, **Up**, **Left**, **Left**, **Left**, then press **A**, **B**, **X**, or **Y**

Goro—Hold **Block** + **Run**, press **Up**, then **Left**, then press **A**, **B**, **X**, or **Y**

Noob Saibot—Hold **Block** + **Run**, press **Up**, **Up**, **Left**, **Left**, **Left**, then press **A**, **B**, **X**, or **Y**

View Character Bio Screens

Enter the Kombat Theater screen from the Options menu. You can view the biography screen for each character by highlighting the corresponding photo and pressing the **R** button. This code works whether you've unlocked a particular movie sequence or not.

NBA 2K1

Secret Codes

Enter any of the following codes at the "Codes" screen from the "Options" menu.

v c—Unlock three "Superstars" teams
h e l i c o p t e r—Enable giant heads
a l i e n b r a i n—Enable monster players
t v i r u s—Enable infected players
s o h a p p y—Enable happy players
w h a t a m i s a y i n g—Enable crazy commentary
b e t h e b a l l—Enable basketball camera
r a d i c a l—Enable cool looks
t h e 7 0 s l i v e—Enable hip clothes

NBA SHOWTIME: NBA ON NBC

Secret Characters

To play as a secret character, enter any of the names and PIN numbers below when you start a game. You'll hear a special sound effect after entering a correct code.

KERRI—0220
LIA—0712
RETRO—1970
PINTO—1966
HORSE—1966
SMALLS—0856
BIGGY—0958
NIKKO—6666
OLDMAN—2001
CRISPY—2084
JACKO—1031
THEWIZ—1136
THEREF—7777
HAWK—0322
BENNY—0503
HORNET—1105
ROCKY—0201
TURBO—1111
BOOMER—0604
CRUNCH—0503
SLY—6765
GORILA—0314
SASQUA—7785
RAPTOR—1020
BEAR—1228

Secret Codes

At the match-up game just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "ABA Ball" code, (2-3-2-Right) press Turbo twice, Jump three times, Pass twice, then press **Right**. A message will appear to confirm each code. **Note**: Some codes will not work in a two-player game unless both players enter the code. The codes that change the weather only work on outdoor courts.

No Hotspots—2-0-1-Up
Tournament Mode—1-1-1-Down
Show Shot %—0-0-1-Down
Show Hotspot—1-0-0-Down
Big Heads—2-0-0-Right
ABA Ball—2-3-2-Right
Team Uniform—4-0-0-Right
Home Uniform—4-1-0-Right
Away Uniform—4-2-0-Right
Alternate Uniform—4-3-0-Right
Midway Uniform—4-0-1-Right
Snow—1-2-1-Left
Blizzard—1-3-1-Left
Rain—1-4-1-Left
Fog—1-2-3-Up
Night Fog—1-2-3-Left
Thick Fog—1-2-3-Down
Swamp Fog—1-2-3-Right

NFL 2K

Secret Codes

Enter any of the following codes at the "Codes" screen from the "Options" menu:

L A R D—Fat players
S Q U E E K Y—Announcer's voice is higher pitched and faster
T U R B O—"Turbo" game speed in the Game Options screen becomes selectable
D E D M A N—"SloMo" game speed in the Game Options screen becomes selectable
S U P E R S T A R S—"Super Stars" team becomes selectable
S C R A W L—Different screen font

NFL BLITZ 2001

Secret Cheats

At the match-up screen just before the game starts—while the announcer is saying "Today's contest," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "No Punting" code (1-5-1-Up), press Turbo once, Jump five times and Pass one time, then press Up on the D-pad. A message will appear to confirm each code.

Show field goal %—0-0-1-Down
No CPU assistance—0-1-2-Down
Show more field—0-2-1-Right
Fast tubo running—0-3-2-Left
Super blitzing—0-4-5-Up
Big football—0-5-0-Right
Hide receiver name—1-0-2-Right
Tournament mode—1-1-1-Down
No play selection—1-1-5-Left
Super field goals—1-2-3-Left
No punting—1-5-1-Up
No first downs—2-1-0-Up
Allow out-of-bounds—2-1-1-Left
Deranged blitz—2-1-2-Down
Always QB—2-2-2-Left
Always receiver—2-2-2-Right
Unlimited throws—2-2-3-Right
Power-up teammates—2-3-3-Up
Fast passes—2-5-0-Left
Power-up offense—3-1-2-Up
Power-up blockers—3-1-2-Left
Smart CPU—3-1-4-Down
No highlighting of receivers—3-2-1-Down
Ultra hard Blitz—3-2-3-Up
Mystery ball—3-2-3-Left
No interceptions—3-4-4-Up
Power-up speed—4-0-4-Left
Power-up defense—4-2-1-Up
No random fumbles—4-2-3-Down
Super passing—4-2-3-Right
Invisible player—4-3-3-Up
Snowy weather—5-2-5-Down
Rainy weather—5-5-5-Right
Hyper blitzing—5-5-5-Up
49ers playbook—1-5-1-Left
Bears playbook—1-1-1-Left
Bengals playbook—1-1-2-Left
Bills playbook—1-0-4-Left
Broncos playbook—1-1-5-Right
Browns playbook—1-1-3-Left
Buccaneers playbook—1-5-4-Left
Cardinals playbook—1-0-1-Left
Chargers playbook—1-4-5-Left
Chiefs playbook—1-2-5-Left
Colts playbook—1-2-3-Up
Cowboys playbook—1-1-4-Left
Dolphins playbook—1-3-1-Left
Eagles playbook—1-4-3-Left
Falcons playbook—1-0-2-Left
Giants playbook—1-3-5-Left
Jaguars playbook—1-2-4-Left
Jets playbook—1-4-1-Left
Lions playbook—1-2-1-Left
Packers playbook—1-2-2-Left
Panthers playbook—1-0-5-Left
Patriots playbook—1-3-3-Left
Rams playbook—1-5-3-Left
Raiders playbook—1-4-2-Left
Ravens playbook—1-0-3-Left
Redskins playbook—2-0-1-Left
Saints playbook—1-3-4-Left
Seahawks playbook—1-5-2-Left
Steelers playbook—1-4-4-Left
Titans playbook—1-5-5-Left
Vikings playbook—1-3-2-Left

NFL QUARTERBACK CLUB 2000

Cheat Passcodes

Enter any of the following cheats at the "Enter Cheat" screen from the main menu. You'll hear a ringing sound effect after entering a code correctly.

r g b y—Rugby mode
f r s t g m p—Slow motion mode
b t r r f n g r s—More fumbles
h s p t l—More injuries
b c h b l l—Big football
f l b b r—Jelly football
h s n f r—Smoking players
t h p c k—Thin players
m r s h m l l w—Fat players
b g m n y—Giant coin at coin toss

NIGHTMARE CREATURES 2

Cheat Menu

At any time during gameplay, press **START** to pause, then hold **L** + **R** and press **Left**, **B**, **X**, **Left**, **B**, **X**, **Left**, **B**, **X**, **A**, **X**.

Full Health

At any time during gameplay, hold **X** + **Y** and press **B** to restore all your health.

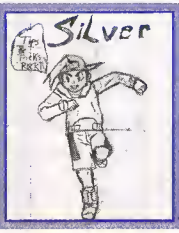
OOGA BOOGA

Secret Codes

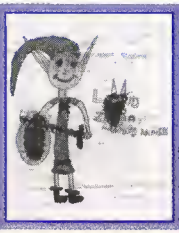
At the main menu, select "Options," then select "Codes" and enter any of the following:

k a b o o m—Unlock Mine spell
s t r i k e a m a t c h—Unlock Fireball spell
d o d g e t h i s—Unlock Homing Head spell
k i l o w a t t s—Unlock Lightning spell
s t o r m y w e a t h e r—Unlock Lightning Cloud spell
b l o w h a r d—Unlock Tornado spell
a h o u s e d i v i d e d—Unlock Abe Kahuna
s a l m o n m o u s e—Unlock Death Kahuna
d o t h e h u s t l e—Unlock Disco Kahuna
h e i g h t c h a l l e n g e d—Unlock Dwarf Kahuna
b l a r n e y s t o n e—Unlock Leprechaun Kahuna
w a r e z w r o n g—Unlock Pirate Kahuna
s e c r e t i d e n t i t y—Unlock Super guy Kahuna
p o r k c h o p—Unlock Boars
i d o l a t r y—Unlock Tikis
a v i a r y—Unlock Birds
s a d d l e u p—Unlock Rodeo ruleset
t r i c k s h o t—Unlock Boar Polo ruleset
i c h e a t—Unlock Level Two Kahuna Masks
t h e r e f o r e i a m—Unlock Level Three Kahuna Masks
s o v e r y v e r y—Unlock Level Four Kahuna Masks
w e a k a n d s a d—Unlock Level Five Kahuna Masks

by Jab Stewart, Church Hill, TN



by Mia Stephens, Barstow, CA



by Dakota Pike, Pendleton, IN

by Cody Roberts, Norco, CA

PHANTASY STAR ONLINE

Extra Costumes

At the main menu, select "New Game." At the Character Creation screen, select "Character Name," then enter one of the names below that corresponds to the character type you selected. After entering the name correctly, you'll hear a special sound effect; additional costumes will now be available for your character. Also, the "Character Name" field will still be blank after entering the code.

KSKADONSU—HUmar
MOUEOSRHUN—HUnewearl
RUUHANGBRT—HUcast
SOUDEGMKSG—RAmar
MEIAUGHSYN—RAcast
NUDNAFJOOH—RAcaseal
DNEAOKUHEK—FOmarl
ASUEBHEBUI—FOnewm
XSYGSSHEOH—FOnewearl

PLASMA SWORD

Secret Characters

At the character-select screen, press the following button combinations to temporarily unlock the corresponding character.

Kaede—Move the cursor to **Rain**, then press **Down, Down, Left, Left, Up**. Kaede will appear in the upper left corner.

Rai-On—Move the cursor to Byakko, then press **Up, Down, Left, Left, Right, Left, Up**. Rai-On will appear in the upper right corner.

RAZOR FREESTYLE SCOOTER

Unlock Everything

At any time during gameplay, press **START** to pause the game, then press **Right, Down, Right, Left, Right, Up, Right, Right**. A special message will appear at the top of the screen after entering the code correctly. You may have to quit the current game to observe all of the unlocked items.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers

Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you. Note the spaces between words.

RUMBLE POWER—Bronze Class. In Arcade Mode, Kemo Claw is also unlocked.

RUMBLE BUMBLE—Silver Class. In Arcade mode, Kemo Claw and Bruce Blade are also unlocked.

MOSMAI—Gold Class. In Arcade mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.

POD 51—Champ Class. In Arcade mode, all boxers are also unlocked.

Two-Player Ring Codes

In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following buttons down while both players select a boxer:

R—Championship arena
L—Two tier arena
R + L—Gym

Change Costume Colors

At the boxer selection screen, press **X + Y** to change the currently-selected boxer's colors.

Change Cornerman's Voice

The cornerman's voice is usually randomly selected, but you can choose it at the boxer selection screen by holding the **X** button and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.

X + Up—Irish accent
X + Left—New York accent
X + Right—African-American accent
X + Down—Hispanic accent

Also, to change the voice to a high-pitched version of the Irish accent, hold **L + R + X** until you hear a special sound effect.

READY 2 RUMBLE BOXING: ROUND 2

Secret Codes

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code; if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the Dreamcast off, while others will only affect the first fight that takes place after the code is entered.

Unlock all boxers and special outfits—Press **Left, Left, Right, L, Left, Right, Right, R, R, L**. Press the **X** button to cycle through each fighter's different outfits.

Faster gameplay—Press **Right, Right, Up, Down, Right**, then **R** four times, then **L**.

Hyper speed mode—Press **Left, Left, Down, Up, Down, Right, Right**, then **R** 19 times, then **L**.

Christmas boxing ring—Press **Right, Up, Down, Down, Down**, then **R** eight times, then **L**.

Thanksgiving boxing ring—Press **Right, Up, Down, Down, Down**, then **R** seven times, then **L**.

Halloween boxing ring—Press **Right, Up, Down, Down, Down**, then **R** six times, then **L**.

Independence Day boxing ring—Press **Right, Up, Down, Down, Down**, then **R** five times, then **L**.

Easter boxing ring—Press **Right, Up, Down, Down, Down**, then **R** four times, then **L**.

St. Patricks Day boxing ring—Press **Right, Up, Down, Down, Down**, **R, R, R, L**.

Valentine's Day boxing ring—Press **Right, Up, Down, Down, Down, R, R, L**.

New Year's Day boxing ring—Press **Right, Up, Down, Down, Down, R, L**.

See the **Ending**—Press **Right, Right, Right, Down, R, L**, then exit to the main menu if you're not already there.

Championship fight vs. Rumbleman—Press **L, Down, Right, Up, Left**, then **R** six times, then **L**, then **R, R, L**.

Zombie boxer—Press **Left, Up, Right, Down, R, R, L**.

Big gloves—Press **Left, Right, Up, Down, R, L**.

Extra fat boxer—Press **Right, Right, Up, Down, Right, R, R, L**.

Extra thin boxer—Press **Right, Right, Up, Down, Right, R, L**.

Extra camera angles—Press **R** 20 times, then **L**, then **R**, then **L**, then **R** 21 times, then **L**, then **R** 18 times, then **L**, then **R** nine times, then **L**, then **R** 14 times, then **L**, then **R** five times, then **L**, **Left, Right, Up, Down, L**. Unlike the above codes, you'll hear an explosion and the word "RUMBLE!" when you enter this one correctly. Now start a game and press **START** to pause; you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons.

Instant Rumble Mode

At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter:

Level 1—**R, L, Down, Up, Up, Left, R, R, R, L**
Level 2—**R, R, L, Down, Up, Up, Left, R, R, R, L**
Level 3—**L, R, R, L, R, L, R, R, R, R, L, Left, Right, Up, Down**

These codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter is staggering and about to fall.

RESIDENT EVIL 2

Unlimited Ammo

At any time during gameplay, press **B** to enter the Status Screen, then, press **Up, Up, Down, Down, Left, Right, Left, Right, R**. The number representing remaining ammunition for your weapons will change to the infinity symbol immediately after entering the code correctly.

SAMBA DE AMIGO

Random Mode

At the "Mode Select" screen, hold **Down** on the D-pad for about five seconds. The difficulty mode will automatically select "Random."

Super Hard Mode

At the "Mode Select" screen, hold **Up** on the D-pad for about five seconds. The difficulty mode will automatically select "Super Hard."

SEGA RALLY 2

30 FPS Mode

At the title screen, press **Up, A, Down, Down, Left, Right, B, B, Up**. You'll hear a sound effect to confirm. During races, the game's maximum "frame rate" will be reduced to a constant level. (In general terms, the animation of objects and backgrounds appears smoother when a game's "frame rate" is higher; however, the frame rate may drop when there are too many objects on the screen.)

Remove Effects and Backgrounds

At the title screen, press **Up, A, Down, Down, Left, Right, B, B, Down**. You'll hear a sound effect to confirm. During races, all background objects—like animals and people—will be removed, as well as some graphics effects like splashing mud. This helps the frame rate to stay at a higher level.

SLAVE ZERO

Invincibility

In the middle of a game, hold **L + R** and press **B** on the controller plugged into port B. You'll hear a special sound effect and the words "God Mode Enabled" will appear on the screen. Repeat the code to disable it.

Extra Items

At any time during a game, hold **L + R** and press the **X** button on the controller plugged into port B. Five items will materialize in front of you. You may repeat this code as many times as you like.

Reduce Enemy Attacks

At any time during a game, hold **L + R** and press **A** on the controller plugged into port B. You'll hear a special sound effect and the words "AI Firing Disabled" will appear on the screen. Now the enemies are less aggressive. Repeat the code to disable it.

SPACE CHANNEL 5

Auto Play Mode

At any time during gameplay, hold **L + R** and press **Up, Left, A, Left, A, Down, Right, B, Right, B**. If you entered the code correctly, the computer will play the game perfectly for you.

SPEED DEVILS

Cheat Codes

Enter the following codes at any time during a game. The words "Cheat Code Notification" will appear on the screen after entering a correct code.

Unlock cars and tracks—**B, Right, B, Right, Up, B, Up**

Infinite nitro—**Down, Up, Down, Up, A, X, A**

Skip current class (Championship Mode only)—**Down, Right, Down, Right, A, X, A**

Gain $100,000 (Championship Mode only)—**A, Right, A, Right, Up, B, A**

SPIDER-MAN

Cheat Codes

Enter any of the following codes at the "Cheats" menu from within the "Special" menu. You'll receive special confirmation after entering a correct cheat code. Note the spaces in some of the cheats.

WEAKNESS—Full health
LEANEST—Unlock everything
ADMINTIUM—Invulnerable
GLANDS—Unlimited webbing
EGOTRIP—Pulsating head
STICKMAN—Stick Spidey
FUNKYTWN—Toon Spidey
SECRTWAR—Symbiote Spidey costume
MIGUELOH—Spidey 2099 costume
TRISNTNL—Captain Universe costume
SYNOPTIC—Spidey Unlimited costume
XLRTRNS—Scarlet Spider costume
KICK ME—Amazing Bag Man costume
MRWATSON—Peter Parker costume
SM LVIII—Quick Change costume
CLUBNOIR—Ben Reilly costume
ROBRTSON—Storyboard Viewer
KIRBYFAN—Game comic covers
MME WEB—Level select
FANBOY—Comic collection
CINEMA—Movie Viewer
RGSGLLRY—Character Viewer

STAR WARS: DEMOLITION

Secret Passcodes

At the main menu, select "Options," then select "Preferences." Next, press **L + R** and a passcode entry interface will appear. Now you can enter any of the items below. You won't receive any special confirmation after entering the first code, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked characters will become available, plus Darth Maul, Boushh and Lobot.

WATTO_SHOP—Unlock characters
SAD_MOVIES—Watch some movies
MOVIE_SHOW—Watch more movies

STAR WARS: EPISODE 1: JEDI POWER BATTLES

Jedi Power Battle Mode

First, make sure there are two controllers plugged into the Dreamcast console. Next, at the main menu, select "New Game," then select "2 Player." Afterward, at any time during gameplay, on the first player's controller hold **R + X + Y + B** and press **A**. If you entered the code correctly, the text "Jedi Power Mode On!" will appear. Now each player can damage the other with their own attacks. You may enter the code again to disable its effects.

Radar Map

At any time during gameplay, press **START** to pause, then press **Up, Down, Up, L, R, L, A**. A radar will instantly appear at the top of the screen.

Warp to Last Checkpoint

At any time during gameplay, press **START** to pause, then press **L, R, L, L, R, R, L, R, R, L**. You'll be instantly transported to the last checkpoint you reached.

STREET FIGHTER ALPHA 3

Play as Shin Akuma

At the character-select screen, move the cursor to Akuma, then hold **START** and press **A**.

STREET FIGHTER III 2ND IMPACT

Extra Options

From the main menu of either *Street Fighter III* or *Street Fighter III 2nd Impact*, hold **L + R**, move the cursor to "Option," then press **START**. Next, without letting go of **L + R**, press **Left, Left, X, X, Right, Right, Down, Down, Left, Left, Y, Y, Right, Right, Down, Down, Left, Left, X, X, Y, Right, Right, Down, Down, Left, Left, Y, X, Right, Right**. If you input the code correctly, a new item called "Extra Option" will appear.

STRIKER PRO 2000

Unlock All Teams

At the main menu, press **Up, Up, Right, Right, Y, Y, Y**. If you entered the code correctly, the Infogrames logo in the lower right corner of the screen will zoom in and out.

Manual Ball Control

At any time during gameplay, press **START** to pause the game, then press **Up, Up, Down, Down, Left, Left, Right, Right, L, L, L, R, L, R, L**. If you do this, the cursor will move through

TIPS & TRICKS Reader Art Gallery

by Jared Freedland, Odessa, FL

by Brian McQueen, Manchester, KY

hecho por: Iwisse Montes Santiago, San German, Puerto Rico

by Nick Robinson, North Highlands, CA

a few different menus, but don't worry. You'll hear a special sound effect after entering it correctly. Now, after pressing **START** again to unpause, you may hold down **L + R** and press **Left** or **Right** at any time to change the direction of the ball.

TEST DRIVE 6

Secret Codes

From the main menu, select "Race Menu" and enter any of the following codes as your name. You'll receive no special confirmation from the game after entering a correct code. The codes will still be in effect even if you back all the way out to the main menu.

E R E R T H—Unlock all tracks
D F G Y—Unlock all cars
P O I O P—Unlock all Challenges
R F G T R—Unlock "Stop The Bomber"
F F D E M I T—Freeze time limit
A K J G Q—6,000,000 credits

TEST DRIVE LE MANS

Secret Codes

From the main menu, select "Championship," then select any class, any car and any difficulty. Next, at the "Name Entry" screen, enter any of the following codes as your name. You may have to return to the main menu to see some of the codes' effects.

G O O Z—Unlock all tracks
CARNAGE—Unlock all Championship Classes
M O N S T A—Unlock all cars

TNN MOTORSPORTS HARDCORE HEAT

Secret Codes

Enter any of the following codes at the Mode Select screen. You'll hear a special sound effect after entering a correct code.

Unlock LE-2001—**Y, X, Right, Left, Right, Left, Down, Down, Up, Up**
Unlock T4 jet aircraft—**Left, Right, Down, X, X, X, X**
Random weather in Time Attack—**R, X, X, X, X, X, X, X, Y, Y, Y, Y, Y, Y, Y**

TOM CLANCY'S RAINBOW SIX

Secret Codes

At any point during gameplay you may enter any of the codes below. You'll hear a special sound effect and see a message in the lower left corner of the screen after entering a correct code. You may enter any code twice to disable its effects.

Clockopper Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **B**.
Rude Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **B**.
Turn Victory Conditions Off—Hold the analog joystick **Up** + the D-pad **Down** and press **B**.
Team God Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **A**.
Avatar God Mode—Hold the analog joystick **Up** + the D-pad **Down** and press **A**.
Heavy Breathing Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **A**.
Mega Head Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **X**.
Big Head Mode—Hold the analog joystick **Up** + the D-pad **Down** and press **X**.
Stumpy Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **Y**
Side Scroller Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **Y**.
Turn Brains Off—Hold the analog joystick **Up** + the D-pad **Down** and press **Y**.
Polka Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **X**.

TOMB RAIDER CHRONICLES

Special Features

At any time during gameplay, press **START** to enter the pause menu, then select "Inventory." Next, move the cursor to "Timex-TMX" and press **A**. A statistics screen will appear. Now hold the **Y** button until the item next to "Secrets Found" reads "36/36". Next, exit to the title screen by returning to the pause menu and selecting the corresponding option. When you look in the "Options" menu, a new item called "Special Features" can be found.

Level Select

By holding down various button combinations at the main menu, you may start at different levels in the game. In order to successfully input each code, hold down the corresponding button combination until the game starts loading. You do not need to select any of the menu items.

The Base—**Hold L + R + Down**
Gallows Tree—**Hold L + R + Left**
The 13th Floor—**Hold L + R + Right**

TONY HAWK'S PRO SKATER

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the codes below. If you input a code correctly, the pause menu will shake back and forth. If you cannot see the code's effects immediately, you will have to return to the main menu and continue your game. For the "Unlock levels" code, you will still be able to enter a level even if it appears locked.

Unlock levels, boards, videos & Officer Dick—**Hold L** and press **B, Right, Up, Down, B, Right, Up, X, Y**
Unlock levels—**Hold L** and press **Y, Right, Up, X, Y, Left, Up, X, Y**
Infinite Special—**Hold L** and press **A, Y, B, Down, Up, Right**
Big head mode—**Hold L** and press **X, B, Up, Left, Left**
Slow motion—**Hold L** and press **X, Left, Up, X, Left**
Unlock "Skip to Restart" in pause menu—**Hold L** and press **X, B, A, Up, Down**

Unlock Private Carrera

First unlock Officer Dick, either by normal means or the above code. Next, start Career Mode with Officer Dick as your character. At any time during gameplay, press **START** to pause, then hold **L** and press **Y, Up, Y, Up, B, Up, Left, Y**. Then, exit back out to the main menu and continue your Career Mode game. Private Carrera will appear in place of Officer Dick.

TONY HAWK'S PRO SKATER 2

Secret Codes

At any time during gameplay, press **START** to pause. Then enter any of the codes below. The pause menu will shake left to right after entering a correct code. Press **START** again to unpause and resume play with the effects of the code(s) you just entered. However, you may have to return to the main menu and start another game to see some codes' effects.

Unlock almost everything—**Hold L** and press **A, A, A, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B**
Unlock Trixie—**Hold L** and press **Down, Up, Left, Left, B, Left, Up, Y, Y, Up, Right, X, X, Up, A**
Turn blood off/on—**Hold L** and press **Right, Up, X, Y**
Big head mode—**Hold L** and press **X, B, Up, Left, Left, X, Right, Up, Left**
Infinite Special—**Hold L** and press **A, Y, B, B, Up, Left, Y, X**
25% faster gameplay—**Hold L** and press **Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B**
Maximum stats—**Hold L** and press **A, Y, B, X, Y, Up, Down**
Sections of the stage flash different colors—**Hold L** and press **Down, Up, X, B, Up, Left, Up, A**
Extremely low gravity—**Hold L** and press **Left, Up, Left, Up, Down, Up, X, Y, Left, Up, Left, Up, Down, Up, X, Y**
Flying skater—**Hold L** and press **Up, Up, Up, Up, A, X, Up, Up, Up, Up, A, X, Up, Up, Up, Up**
No textures—**Hold L** and press **Down, Down, Up, X, Y, Up, Right**
Wireframe graphics—**Hold L** and press **Down, B, Right, Up, X, Y**

TOY COMMANDER

Secret Codes

While in the middle of a mission, press **START** to pause the game and enter any of the following codes. You'll hear a special sound effect when you press the last button of each code.

Max. Fuel—**Hold L**, press **B, Y, A, X, B, X**
Repair Toy—**Hold L**, press **A, X, B, Y, A, Y**
Power-Up Machine Gun—**Hold L**, press **B, A, Y, X, A, B**
Power-Up Special Weapon—**Hold L**, press **X, A, Y, B, A, X**
99 Special Weapons—**Hold L**, press **A, B, X, Y, B, A**
Unlock All Missions—**Hold L**, press **A, Y, X, B, Y, X**

TRICKSTYLE

Cheat Codes

Enter the following codes at the "Cheats" screen under the "Options" menu:

T E A R O U N D—Always win
I W I S H—Infinite time
T R A V O L T A—Power-up moves (all special moves unlocked)
C I T Y B E A C O N S—Win everything (all races unlocked)
I N F L A T E D E G O—Big heads

ULTIMATE FIGHTING CHAMPIONSHIP

999 Skill Points

From the main menu, select "Career," then select "Make New Fighter." As you select the different parameters for this new fighter, change the first name to "Best" and the last name to "Buy". Note the uppercase and lowercase characters in both words. When you do this, your new fighter will have 999 Skill Points.

UNREAL TOURNAMENT

Secret Codes

At any time during gameplay, press **START** to pause the game, then enter any of the following codes:

Level skip—**Up, Down, Left, Right, Right, Left**
Invincibility—**Left, Left, Right, Right, Down, Up**
Restore all health—**Down, Down, Down, Left, Up, Right**
Maximum ammunition—**Left, Right, Left, Right, Right, Left**

VIGILANTE 8: 2ND OFFENSE

Secret Codes

Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press **A** twice. Next, press the **L** and **R** buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press **A** again immediately after entering the code.

LLA_KCOLNU—Unlock all characters
LLA_DORTOH—Maximum stats
ELBICNIVNI—Invincibility
RAPID_FIRE—Faster firing rate
GO_SLOW_MO—Slower gameplay
JACK_IT_UP—Higher suspensions
MORE_SPEED—Faster cars
GO_RAMMING—Heavier cars
QUICK_PLAY—Quick start in Arcade Mode
HOME_ALONE—Play alone in Arcade Mode
HI_CEILING—Hover higher
OLD_LEVELS—Unlock original V8 levels
NO_GRAVITY—No gravity
GO_MONSTER—Big wheels
LONG_MOVIE—Watch all endings
DRIVE_ONLY—No wheel attachment icons
BLAST_FIRE—Super missiles
UNDER_FIRE—Attract enemies
MIXED_CARS—Select same cars in multiplayer

VIRTUA FIGHTER 3TB

Fight Against the Alphabet Character

At the main menu, select Normal Mode. At the character select screen, move the cursor to Akira and press **START**. Then move the cursor to Lau and press **START**. Next, move the cursor to Pai, hold **START** and press **X**.

Play as the Alphabet Character

At the main menu, select Normal Mode. At the character selection screen, move the cursor to Akira and press **START**. Then move the cursor to Lion and press **START**. Next, move the cursor to Pai and press **START**. Select any character to play as and he/she will appear as the alphabet character.

Play as Dural

At the character select screen, press **Down, Up, Right, Left, START**; Dural's picture will appear in place of Akira. Use the D-pad to enter the code, not the analog joystick.

VIRTUA STRIKER 2

Secret Teams

Enter any of the following codes below at the team selection screen after starting a game in Arcade mode. For each code, move the cursor to the first team specified, then press **START**. Then, move the cursor to the next team specified, and press **START** again. When you press **START** for the last team in the list, the corresponding secret team will appear on the screen. Each code must be executed before the timer runs out.

Team F.C Sega—France, Chile, South Africa, England, Germany, Argentina.
Team MVP Yuki Chan—Yugoslavia, USA, Korea, Italy.
Team Royal Genki—Yugoslavia, USA, Korea, Italy, then move the cursor to Yuki Chan, hold **START** and press **A**.

WACKY RACES

Cheat Codes

At the beginning of a game, drive into the "Wacky Races" sign, which will be right behind you immediately after you select a car. At the menu that appears, select "Cheats" and enter any of the cheat codes below. Remember, you must go to the "Code Collection" menu and manually turn on any cheat after entering its code.

WACKYGIVEAWAY—All Challenges & Tracks
W A C K Y S P O I L E R S—All Cars
B A R G A I N B A S E M E N T—All Abilities
C R A C K E D N A I L S—Super Difficult Mode

WILD METAL

Cheat Codes

Enter these codes anytime during gameplay using the D-pad (not the analog joystick):

Invincibility—**Y, Right, B, Left, X, Down**
Full health—**Down, Down, A, X, B, X**
All weapons—**A, A, Right, Y, A, Right**
Speed boost—**Up, X, Down, B, A, Y**
Show all Power Core locations—**Y, B, A, Left, Down, Down**
Enemies don't attack—**B, Down, A, Down, X, Y**

ZOMBIE REVENGE

Fighting Mode Stage Select

At the Fighting Mode screen, hold **START** and press **A**. A stage select screen will appear before the character selection screen.

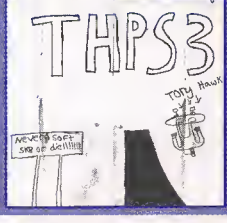
Alternate Costume

At the character select screen, hold **START** and press **B**. You won't get any special confirmation, but your character will wear an alternate set of clothes during the game.

by Tom Triffano, Lindenhurst, NY

by Jose Flores, Pharr, TX

by Rusty Roland, Arden, NC



by Christopher Nichols, Petaluma, CA

Codes for use with InterAct Game Products' GameShark Video Game Enhancers

PlayStation

Barbie Explorer

8009B6BE-BFFF + 80160E3C-0FA0 + 8009B6BE-BFEF + 80160E3C-0FA0—Super jump
300BDB63-0000—Invincibility

Castlevania Chronicles

80059292-0063—Infinite lives
8005AB22-0010—Infinite health
800592DC-423F + 800592DE-000F—Ton of points
D009BD32-FBFF + 8005A838-0063—Press **L1** for 99 hearts
D009BD32-FEFF + 80059290-0190—Press **L2** for more time
D009BD32-F7FF + 8005A834-000C + D009BD32-F7DF + 8005A834-000C + D009BD32-F7FF + 8005A834-000C—Press **R1** to hover

Dragon Warrior VII

80011368-423F + 8001136A-000F—Infinite cash
80010D30-FFFF + 80010D32-FFFF—Hero all spells
30010C94-0063—Hero level 99
80010C98-E0FF + 80010C9A-05F5—Hero max. experience
80010CA4-A3E7 + 80010CA6-7F3F + 80010CA8-A3E7 + 80010CAA-7FAF + 80010CAC-E7E7 + 80010CAE-FFFF—Hero max. stats

Harry Potter and the Sorcerer's Stone

30082685-00F0—Have all spells
8007B538-0FA0—Stop timers
80082964-8000—Infinite health
800B27EE-000F—All Yellow Beans
800827F2-000F—All Blue Beans
800827F6-0100—All Green Beans
800B27FA-0100—All Red Beans
D0078D0E-FBFF + 800827DC-7000 + D0078D0E-F8FF + 800B27DE-003E—Press **L1** for lots of House Pets

M&M's Shell Shocked

80068738-0009 + 8006873C-0009—Infinite lives
80068742-03E7 + 80068744-03E7—Max. Minis rescued
8003FDDC-0063—Max. worth

NBA Live 2002

D008B512-FBFF + 801250A0-05DC—Press **L1** to refill Reward points
D0088512-FEFF + 50000C02-0000 + 800AE4FC-0101—Press **L2** for all Challenges complete

Nicktoons Racing

300A69B0-0003 + 300A6984-0003 + 300A69BB-0003—All Cups unlocked
300A68DC-0003 + 300A68E0-0003—All difficulties

Pipe Dreams 3D

D00D2DCE-FBFF + 8010D210-0010 + D00D2DCE-F8FF + 8010D1E0-0010 + D00D2DCE-F8FF + 8011A6C8-0010—Press **L1** for extra lives

The Powerpuff Girls: Chemical X-Traction

8009E288-0080—Infinite health (Player 1)
8009E288-0000—No health (Player 1)
8009E2E0-0080—Infinite health (Player 2)
8009E2E0-0000—No health (Player 2)
D009E280-0000 + 8009E280-0001—1 win needed (Player 1)
8009E280-0000—Never win (Player 1)
D009E2D8-0000 + 8009E2D8-0001—1 win needed (Player 2)
8009E2D8-0000—Never win (Player 2)
8009E28A-0003—Max. Chemical X (Player 1)
8009E28A-0000—No Chemical X (Player 1)
8009E2E2-0003—Max. Chemical X (Player 2)
8009E2E2-0000—No Chemical X (Player 2)
D00852A2-FEFF + 8007C532-0070—Press **L2** for more time

Power Rangers Time Force

800C9B1E-02C5—Infinite time

Syphon Filter 3

8014F9C4-0013—All missions open
8012D7E6-0063—9mm ammo
8012D7E8-0063 + 8012D7EA-0063—Silenced 9mm ammo
8012D7F0-0063 + 8012D7F2-0063—Falcon ammo
8012D7EC-0063 + 8012D7EE-0063—.45 Handgun ammo
8012DB0B-0063 + 8012DB0A-0063—Biz-2 ammo
8012D7F8-0063 + 8012D7FA-0063—HK-5 ammo
8012D7FC-0063 + 8012D7FE-0063—S HK-5 ammo
8012DB18-0063 + 8012DB1A-0063—Spyder Skorpian ammo
8012D7F4-0063 + 8012D7F6-0063—G-1B Machine Pistol ammo
8012DB14-0063 + 8012DB16-0063—Mars Sub Machine Gun ammo
8012DB04-0063 + 8012DB06-0063—M-16 Assault Rifle ammo
8012DB00-0063 + 8012DB02-0063—PK-102 Assault Rifle ammo
8012DB1C-0063 + 8012DB1E-0063—K3G4 Assault Rifle ammo
8012DB30-0063 + 8012DB32-0063—Sniper Rifle ammo
8012DB34-0063 + 8012DB36-0063—S Sniper Rifle ammo
8012DB38-0063 + 8012DB3A-0063—Nightvision **R.** ammo
8012DB0C-0063 + 8012DB0E-0063—H11 ammo
8012DB10-0063 + 8012DB12-0063—AU300 ammo
8012DB22-0063—Shotgun ammo
8012DB28-0063 + 8012DB2A-0063—MIL-15 ammo
8012DB24-0063 + 8012DB26-0063—UAS-12 ammo
8012DB2C-0063 + 8012DB2E-0063—Maks ammo
8012DB50-0063 + 8012DB52-0063—Crossbow ammo
8012DB5E-0063—Grenade ammo
8012DB4C-0063 + 8012DB4E-0063—Tear Gas ammo
8012DB40-0063 + 8012DB42-0063—M-79 ammo
8012DB62-0063—Gas Grenade ammo
8012DB66-0063—C4 Explosives
D012622E-8FFE + 8012D7D8-FFFE + D012622E-8FFE + 8012D7DA-0000 + D012622E-8FFE + 8012D7DC-0000—Extra Weapons 1
D012622E-7FFE + 8012D7D8-0000 + D012622E-7FFE + 8012D7DA-F900 + D012622E-7FFE + 8012D7DC-005F—Extra Weapons 2
D012622E-DFFE + 8012D7D8-0000 + D012622E-DFFE + B012D7DA-00FF + D012622E-DFFE + B012D7DC-0000—Extra Weapons 3

Tony Hawk Pro Skater 3

8008C908-FFFF + 800BC90A-FFFF + 8008C90C-FFFF + 3008C90E-000F—All Gaps, Foundry
8008C914-FFFF + 800BC916-0FFF—All Gaps, Los Angeles
800BC920-FFFF + 800BC922-FFFF—All Gaps, Rio De Janeiro
800BC92C-FFFF + 3008C92E-00FF—All Gaps, Suburbia
800BC938-FFFF + 8008C93A-FFFF + 3008C93C-000F—All Gaps, Airport
800BC944-FFFF + 8008C946-FFFF + 3008C948-000F—All Gaps, Skater Island
800BC950-FFFF—All Gaps, Canada
800BC95C-FFFF + 300BC95E-00FF—All Gaps, Tokyo

Zoboomafoo: Leapin' Lemurs

8006791C-81EF—All levels open
B0070DE6-0001—Invincible in water

PlayStation 2

Ace Combat 04: Shattered Skies

ECB7B52B-1438A94C—(M) Must be on
0CBDB3A6-1456B014 + 1C5C83F0-17E9C70C + 1CBD8E5B-17E9C70C—Press **START** for max. cash
1C8D8448-61DFB00C + 4CBD844C-1456E40C—All Aircraft
1CBD846B-61DFB00C + 1CBD846C-61DFB00C + 1CBD8470-61DFB00C—All weapons

Bass Strike

EC83F308-1445D78C—(M) Must be on
4CAE0142-145617A5—Infinite time (Arcade)
4CAE0142-1456E7A5 + 4CAE018C-1456E79E + 4CAE0174-14560950—Instant win (Arcade)

Batman: Vengeance

EC88B50C-143AFE1C—(M) Must be on
4C2064CA-1456E79C—Infinite Batarangs
4C2064D6-1456E79C—Infinite Batcuffs
4C2064CE-1456E79C—Infinite Stunners
4C2064D2-1456E79C—Infinite Remote Charges
4C2064D4-1456E79C—Infinite Nets
4C2064D0-1456E79C—Infinite Elec. Batarangs
4C2064D8-1456E79C—Infinite Flash Bombs
3C20647E-1456E7DD—Infinite health
3C13F3E8-1456E7B4—Unlock all levels
4C13F26C-1456B00C—Unlock cinematics
1C13F264-51DFB00C—Have all items
4C13F26A-1456B00C—All cheats available
1C13F270-0E4CDD9F + 1C13F274-0E4CDD9F + 1C13F278-0E4CDD9F—Perfect level scores

Burnout

EC8783CC-1444403C—(M) Must be on
4CADF902-145625DD—Infinite Turbo (Champ.)
4CB87938-1456089C + 4CBC83E8-1456089C + 4CA26E78-1456089C—Infinite credits
1CA2152B-1456E7A5 + 1CA2152C-1456E7A5 + 1CA21530-1456E7A5 + 1CA2152E-1456E7A5 + 1CA21534-1456E7A5 + 1CA21538-1456E7A5 + 1CA2153C-1456E7A5 + 1CA21540-1456E7A5—Unlock all cars
3CA2154C-1456E7A5 + 3CA21554-1456E7A5 + 3CA2155C-1456E7A5 + 3CA21564-1456E7A5 + 3CA2156C-1456E7A5 + 3CA21574-1456E7A5—Unlock all tracks
3CA215B4-1456E7A5 + 3CA215B8-1456E7A5 + 3CA215BC-1456E7A5 + 3CA215C0-1456E7A5—Unlock all Face-Offs
3CA215C4-1456E7A5—Unlock Survival

Casper: Spirit Dimensions

4CC88EEC-1456E7A1 + 4CC88ED4-1456E7A1—Infinite credits
0CC8BE04-1456E7A6 + 4CC88E04-1456E788—Lotsa gems
4CC88ECC-1456E79F—Infinite Ice Enhancer
4CC88EC8-1456E79F—Infinite Fire Enhancer
4CC8BED8-1455E7D7—Infinite health
4CC88EF8-1456E79F—Infinite Homing Enhancer
4CC88EFC-1456E79F—Infinite Bounce Enhancer
4CC88EF4-1456E79F—Infinite Double Enhancer

Crash Bandicoot: The Wrath of Cortex

EC880AE8-1438F9CC—(M) Must be on
3CF30E58-1456E788—Infinite lives
3CC8B3CC-1456E781—Infinite health (Lv. 1-2)
4CCCB670-14564B81—Infinite health (Lv. 1-6)
4CCDEE84-1456E70C + 4CCDEE88-1456E70C + 4CCDEE8C-1456E70C + 4CCDEEC0-1456E70C—Unlock all levels
3CCDEEC4-1456E70C—Unlock secret levels
3CCDF2A2-1456E70C—Have all powers
7CCDEEC8-144DE7AB + 3C97835E-1456E7A5 + 7CCDF1E0-144BE7A8 + 3C97835E-1456E7A5 + 3CCDF3A0-1456E7CF + 3CCDF310-1456E7CF + 3CCDF22C-1456E7CF + 3CCDF264-1456E7CF + 3CCDF280-1456E7CF—All items and levels
3CCDF1C4-1456E7CF + 3CCDF38C-1456E7CF + 3CCDF3D8-1456E7CF + 3CCDF3F4-1456E7CF + 3CCDF248-1456E7CF—All secret items
DC988022-03094967 + 4CDD2E82-1456E724—Invincibility (Press **SELECT** to turn off)
1CCD5FE4-1456E781—Low time (all trials)

Devil May Cry

EC8783C0-1446A6EC—(M) Must be on
4CCE057A-1456E4FD—Infinite health
4CCE061B-1456E7A6—Flame Gauntlet
0CE4C94C-1426E7A6 + 4CE4C94C-1456692C—Red Orbs
4CCE061A-1456ED7D—Infinite Devil Trigger
4CE4C93E-145630A5—Master all moves
4CE4C938-1456E404—999 Yellow Orbs

Driven

EC8E61F0-14426784—(M) Must be on
4CAB3E64-1456B00C—Unlock Story levels
3CAB3E98-1456E70C—Unlock Arcade modes
4CA84134-1456B00C—Unlock all racers
4CA8659C-1456E7B8—Infinite lives
1CAB65FC-1456E7DD—Always In The Zone
DC937E23-14253EE7 + 1CA86738-1456E7A7 + 1CA86768-1456E7A7—Press **R2** for Lap 3
DC938123-14253EE7 + 1CAB6738-1456E7A2 + 1CA86768-1456E7A2—Press **L2** for Lap 6

Grand Theft Auto III

EC826E48-14458464—(M) Must be on
4C21D436-145625DD—Infinite health
4C21D43A-145625DD—Infinite armor
4C21D414-1456E788 + 4C21D418-1456E404—Infinite Handgun ammo
4C21D72B-1456E788 + 4C21D72C-1456E404—Infinite Uzi ammo

4C21D740-1456E788 + 4C21D744-1456E404—Infinite Shotgun ammo
4C21D750-1456E788 + 4C21D754-1456E404—Infinite AK47 ammo
4C21D764-1456E788 + 4C21D768-1456E404—Infinite Big Gun ammo
4C21D7A0-1456E788 + 4C21D7A4-1456E788—Infinite Flame Thrower
4C21D788-1456E788—Infinite Molotovs
4C21D7CC-1456E788—Infinite Grenades
4C21D790-1456E788—Infinite Rockets
4C21D77C-1456E404—Infinite Sniper Ammo
3C21D4F8-1456E7A6—Have Stick
3C21D40C-1456E7A7—Have Handgun
3C21D420-1456E7A8—Have Uzi
3C21D734-1456E7A1—Have Shotgun
3C21D748-1456E7A2—Have AK47
3C21D75C-1456E7A3—Have Big Gun
3C21D770-1456E7A4—Have Sniper Rifle
3C21D784-1456E79D—Have Rocket Launcher
3C21D798-1456E79E—Have Flamethrower
3C21D7AC-1456E79F—Have Molotovs
3C21D7C0-1456E7A0—Have Grenades
1CC88750-17E9C70C + 1CC88754-17E9C70C—Tons of cash
1C8EB5C8-15F6E79D + 1C8EB5CC-1456E7A5—No crash damage driving
3CC88758-1456E781—Weapons at Hideout
1C884A48-15F6E79D + 1C884A4C-1456E7A5—Medics off
1C883898-15F6E79D + 1C8B389C-1456E7A5—Fireman off
1C881D88-15F6E79D + 1C881DBC-1456E7A5—Cops walk away
1CBDACFB-15F6E79D + 1CBDACFC-1456E7A5—Never Wanted

Gran Turismo 3 A-spec

0CB92836-1456710C + 3D6E6FDB-1456E765—Press **L2** + X to jump (Simulation mode)
1C1143AC-1456E7A6 + 1C1143B0-1456E7A5—RX-8 $1 (Simulation mode)
1C115F84-1456E7A6 + 1C115F88-1456E7A5—787B $1 (Simulation mode)
1C129E7C-1456E7A6 + 1C129E80-1456E7A5—LancerVI Ral. $1 (Simulation mode)
1C1148EC-1456E7A6 + 1C1148F0-1456E7A5—Lancer VI Proto $1 (Simulation mode)
1C12A394-1456E7A6 + 1C12A398-1456E7A5—Z Concept $1 (Simulation mode)
1C12FD4C-1456E7A6 + 1C12FD50-1456E7A5—Nism GTR LM $1 (Simulation mode)
1C12CAD4-1456E7A6 + 1C12CADB-1456E7A5—R390 GT1 LM $1 (Simulation mode)
1C12DB44-1456E7A2 + 1C12DB48-1456E7A5—Imp.RallyProto $1 (Simulation mode)
1C1142B4-1456E7A2 + 1C1142BB-1456E7A5—ZZ II $1 (Simulation mode)
1C12EDD4-1456E7A2 + 1C12EDD8-1456E7A5—Celica Rally $1 (Simulation mode)
1C12B5AC-1456E7A2 + 1C12B5B0-1456E7A5—GT one $1 (Simulation mode)
1C12D51C-1456E7A2 + 1C12D520-1456E7A5—RSX Type S $1 (Simulation mode)
1C120AC4-1456E7A2 + 1C120ACB-1456E7A5—GT5R Concept $1 (Simulation mode)
1C1213FC-1456E7A2 + 1C121300-1456E7A5—Escort Rally $1 (Simulation mode)
1C115EBC-1456E7A2 + 1C115E90-1456E7A5—Ford GT40 $1 (Simulation mode)
1C129B54-1456E7A2 + 1C129B58-1456E7A5—New Beetle $1 (Simulation mode)

Ico

EC87A648-143ACAF4—(M) Must be on
0CBF92F6-1456810C + 4CF6B274-1456E7AE—Press **L2** to save anywhere
1C81BB48-15F6E79D + 1CB1B84C-1456E7A5 +
1C8A3C70-15F6E79D + 1CBA3C74-1456E7A5—Dead enemy AI
0C93B022-142ED6F7 + 1CB99B50-15F6E79D +
1CB99B54-1456E7A5—Press **SELECT** to walk on air
0C934022-142ED6F7 + 1CB99B50-39A1B095 +
1CB99B54-91D3B8A0—Press **SELECT** + X for normal walk

Kinetica

EC83F26B-143CA034—(M) Must be on
4C8A4C94-1456E7A3—Infinite race retries
4CBA51A8-1456E7A1—Open tracks/seasons
4C8A516C-1456E7A6—Unlock Siba
4C8A5170-1456E7A6—Unlock Greck
4C8A5174-1456E7A6—Unlock Crank

Monster Rancher 3

3CA2CCD4-1456E788—Max. Guts (Player 1)
3CA2CCD4-1456E7A5—No Guts (Player 1)
3CA2D1AC-1456E788—Max. Guts (Player 2)
3CA2D1AC-1456E7A5—No Guts (Player 2)

Game Boy Color

Dragon Warrior III

9120-65C6—Have Dragon Sword
91C4-62C5 + 9198-63C5 + 9117-64C5—Max. experience gain (Hero)

Harry Potter and the Sorcerer's Stone

9163-FBCD—Level 99
91FE-F9CD + 91FF-FACD—Max. Experience
95E7-01D4 + 9503-02D4 + 95E7-05D4 + 9503-06D4—Infinite Stamina Points
95E7-03D4 + 9503-04D4 + 95E7-07D4 + 9503-08D4—Infinite Magic Points
91FF-FCCD + 91FF-FDCD—infinite Sickles

Mega Man Xtreme 2

9102-32C1—Ultra Rapid-Fire
9196-05C1—Press GS switch to fly
91FF-30C1—Invincible
9109-65C0—Infinite lives
91FF-83C0—All Power Up parts

Sabrina: The Animated Series—Spooked

9109-6ECA—Infinite lives
9103-6FCA—Infinite health
9103-71CA—Infinite stars
9103-70CA—Max. crystals

Game Boy Advance

Dexter's Laboratory: Deesaster Strikes

1F34DFCC-198ADB60 + D98D5888-C169ECB1—(M) Must be on
70493A7B-6A8503AE + 04B38C78-3A13BF71—Infinite health
75D16C30-CA476640—Infinite tries
B70C17A5-F7271417—All Dee Dee's collected

ESPN X-Games Skateboarding

54860C11-9C552074 + D621567A-DBDA69C4—(M) Must be on
0879BB2C-CE300394—Unlock Rollie
51758C4F-DA6F94F4—Unlock Kialle
04D9F219-7CDA19D2—Always have X-Move

Final Fight One

F95F6E90-BC0C025B + B16B34D0-932F5B4F—(M) Must be on
21C449AE-494F6BBA—Invincible
4235C5B2-A46DEDD4—Infinite time
BD948827-3CC30178—Play as A-Guy
5263952C-9E858703—Play as Q-Cody

GT Advance Championship Racing

7B69F084-93515A28—Press GS button for Turbo Boost

Harry Potter and the Sorcerer's Stone

276CEF76-EC863A7F + B6510237-B0FB9257—(M) Must be on
26559F25-35CE42EC + 4E1D1633-25EE6288—Infinite stamina

Jackie Chan Adventures: Legend of the Dark Hand

9A4FD5F7-41E1BE40 + 471E8452-90231B1E—(M) Must be on
44D9055F-A0ACC2EA—Infinite health
72E6FDB3-C0ED34D7—Infinite lives

Jurassic Park III: Park Builder

126303A2-E829CAC2 + 8149A13D-73CEBEF3—(M) Must be on
397A7FB1-1D058927 + 389D6271-7C00EC30 +
2E535F9E-3BCF0CE2 + 85E1D96B-BD61F38F—Max. G

Klonoa: Empire of Dreams

2DC06AB2-F815CD79 + 7B11B281-0A32ED01—(M) Must be on
6D678499-271B89BE—Infinite hearts
D0BF37C4-B0050E96—Infinite lives

Lego: Bionicle

D2DCC07F-799AC12A + 9FDFA94B-59888672—(M) Must be on
38419937-22C7CC1A—Infinite Coconuts
2DC1A9E0-AFC5C095—Infinite health

Monsters, Inc.

488F3725-1AD1E45F + 6FA1D740-6A3AC004—(M) Must be on
2EED6828-BA02AAFF—Infinite lives
209447FE-57938855—Infinite health

Rocket Power: Dream Scheme

503431D0-840666C5 + 2F106F77-F1310CA3—(M) Must be on
A8B87F62-85A10A9A—Max. Stars
86C6654A-85C4BBF5—Infinite ZZ
81CCF0E5-49F414AA—Unlock Reggie
5BF6D031-11074D57—Unlock Sam
74EE0396-98B749D5—Unlock Twister
915B3F1A-282EFDEC—Have all items

SpongeBob Squarepants

490EB740-11200D85 + 17A308AA-E1941899—(M) Must be on
59F1F4AA-E298D0EF—Infinite lives
8CA39DA8-EAC7418E—Infinite Spatulas
08F10E62-B11C228F—Infinite Jellyfish

Spyro: Season of Ice

6761F880-A5366146 + 21703185-C0A6EA4B—(M) Must be on
A2D69805-C8081253—Infinite lives
7D3B1F68-11118849—Infinite health
19F923CE-699A31C5—Max. Gems
CF22A1B8-A7DAC26A—Max. Fairies

Super Street Fighter II Turbo Revival

597C0070-6F70FFF5 + 585AEC7D-5FD0568C—(M) Must be on
A2095599-AE9ECA0A + 30525CEB-D2D5C5FC—Player 1 infinite health
82E1617E-8CC17703—Infinite time
982AEEFB-D3BBE27B—Max. Super Meter (Player 1)
0316927D-82132314 + 6390331D-3EDFC186—Unlock everything

The Wild Thornberrys: Chimp Chase

50E8D3C9-7E78A946 + 2B884591-51C7C28C—(M) Must be on
214DFB5B-F0EC6B63—Press GS button to refill health

X-Men: Reign of Apocalypse

E85E92CD-ECAD63B1 + E82FBB9A-8BA01B7A—(M) Must be on
3E9D1E97-4700C7C3—Infinite health
294DBB55-16291FC0 + 96E955B6-028CEF39—Infinite time
B1CB0EFC-5433BEF4—Always have Mutant Power
2992BC49-B8AEC33F—Infinite lives

Dreamcast

Alone in the Dark: The New Nightmare

9C5DB8F8—[M] Must be first
202BEB03-60704E1E + A44DD51C-00000064—Press **L** for OK Status
202BEB03-60704E1E + 1CA5BDE3-00000063—Press **L** to refill Health Packs
2028E803-60704E1E + E75B5C23-00000063—Press **L** to refill Phosphorus Charges
202BEB03-60704E1E + D1AAAF4A-00000066—Press **L** to have Shotgun
202BEB03-60704E1E + D9AAAF4A-00000009—Press **L** to refill Shotgun ammo
245EECA9—[M] Must be last

Bomberman Online

9C5DB8F8—[M] Must be first
D31C8432-80704E1E + 1C55C9B9-0000000A—Normal Mode: Press **R** for max. Bombs
D31C8432-80704E1E + 4D5AB892-0000000A—Normal Mode: Press **R** for max. Fire Power
D31C8432-80704E1E + 91784A35-00000001—Normal Mode: Press **R** to have Kick ability
D31C8432-40704E1E + 4C4ABB92-0000000A—Battle Mode: Press **L** + **R** for max. Bombs
D31C8432-40704E1E + 7AA3710B-0000000A—Battle Mode: Press **L** + **R** for max. Fire Power
D31C8432-40704E1E + CF8A8794-00000001—Battle Mode: Press **L** + **R** for Kick ability
245EECA9—[M] Must be last

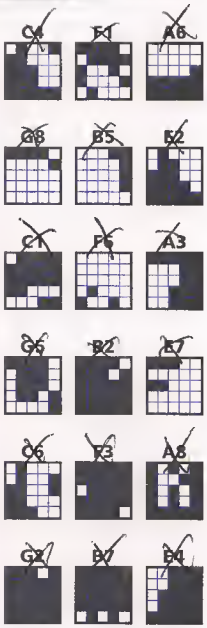
Tennis 2K2

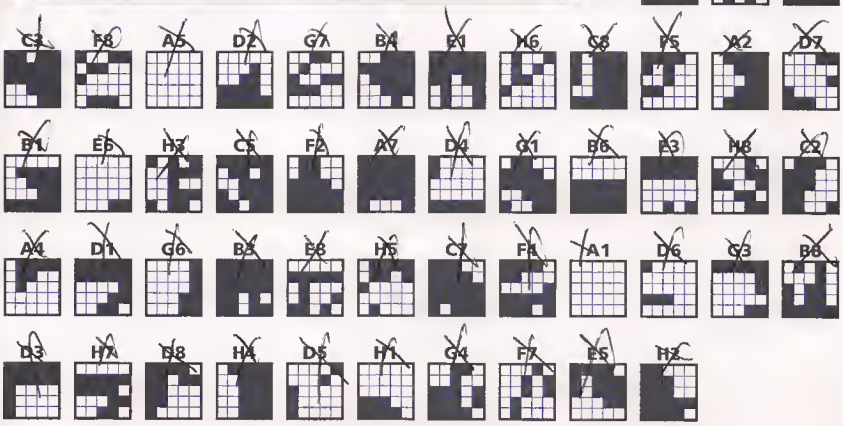
9C5DB8F8—[M] Must be first
71952A61-C0705041 + 71932A61-00000006—6 matches won (Player 1)
F974A2D1-00000003—1 score needed for win (Player 1)
245EECA9—[M] Must be last

TIPS & TRICKS™

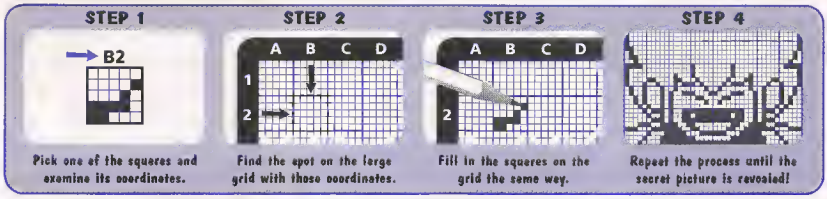
Grab a pencil and get ready to unlock the secret images in our monthly feature, *Tips & Tricks Pencil Puzzles*! Every issue will include two puzzles featuring your favorite video-game characters. It's up to you to put the pieces together and figure out what the pictures are! Follow the instructions on the next page to reveal the hidden images. It's easy; you don't need math skills and you don't have to be a great artist. If you can fill in a square, you can unlock the mystery!

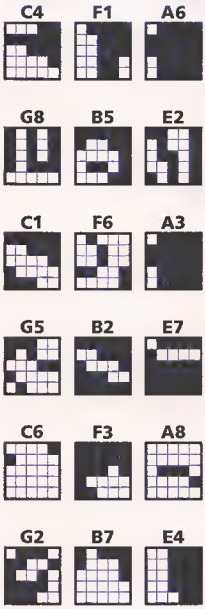
Pencil Puzzles



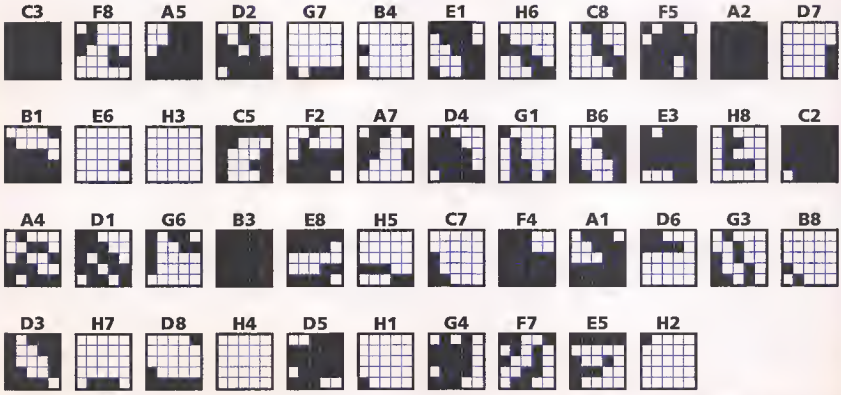


Directions

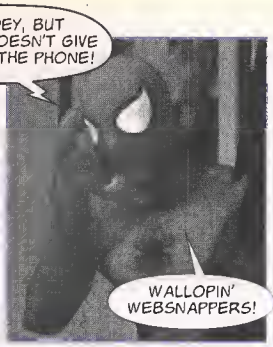

STEP 1
B2
Pick one of the squares and examine its coordinates.
STEP 2
A B C D
1
2
Find the spot on the large grid with those coordinates.
STEP 3
A B C D
2
Fill in the squares on the grid the same way.
STEP 4
Repeat the process until the secret picture is revealed!


C4 F1 A6
G8 B5 E2
C1 F6 A3
G5 B2 E7
C6 F3 A8
G2 B7 E4

A B C D E F G H
1 2 3 4 5 6 7 8
JOE


C3 F8 A5 D2 G7 B4 E1 H6 C8 F5 A2 D7
B1 E6 H3 C5 F2 A7 D4 G1 B6 E3 H8 C2
A4 D1 G6 B3 E8 H5 C7 F4 A1 D6 G3 B8
D3 H7 D8 H4 D5 H1 G4 F7 E5 H2

HINT HOTLINES



If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.

2) Check this page to see if that company has a tip hotline that you can call for advice!

3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.

4) As a last resort, if the game you're having trouble with is made for a Nintendo system like the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.

5) Whatever you do, DON'T call *Tips & Tricks!* We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.

3DO
1-900-CALL-3DO (1-900-225-5336)
HOURS: Monday through Friday, 9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time)
COST: 95¢/minute

989 STUDIOS
1-900-933-SONY (U.S.)
1-900-451-5757 (Canada)
HOURS (U.S.): Monday through Friday 8 to 5 PM Pacific Standard Time for live information, 24 hours for automated help
(Canada): 24-hour automated information
COST (U.S.): 95¢/minute automated, $1.40/minute live, $6.95 to $16.95 for tips by mail, $5 to $20 for card recharge.
(Canada): $1.50/minute for automated hints

ACCLAIM
1-900-407-TIPS (1-900-407-8477)
HOURS: (unknown)
COST: 95¢/minute

ACTIVISION
1-900-680-4468 (U.S.)
1-900-451-4849 (Canada)
HOURS: Monday through Friday, 9 AM to 5 PM Pacific Standard Time (excluding holidays)
COST (U.S.): 99¢/minute
(Canada): $1.49/minute

AGETEC, INC.
1-900-288-A5CII (1-900-288-2724)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

AMERICAN SOFTWORKS CORP.
1-900-CALL-ASC (1-900-225-5272)
HOURS: 24 hours a day
COST: 89¢/minute

ATLUS SOFTWARE
1-900-CALL-ATLUS (1-900-225-5285)
HOURS: (unknown)
COST: 95¢/minute or $1.25/minute for live assistance

CAPCOM
1-900-680-CLUE (1-900-680-2583) (U.S.)
1-900-677-2272 (Canada)
HOURS: Monday through Friday, 8:30 AM to 5 PM (Pacific Standard Time)
COST (U.S.): 99¢/minute for 24-hour pre-recorded information; $1.35/minute for live help
(Canada): $1.35/minute

CRAVE ENTERTAINMENT
1-900-903-4468 (U.S.)
1-900-677-4468 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
(Canada): $1.50/minute

DREAMWORKS INTERACTIVE
1-900-454-GAME (1-900-454-4263)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

EIDOS
1-900-773-4367 (U.S.)
1-900-643-4367 (Canada)
HOURS: 24 hours a day
COST: 99¢/minute

ELECTRONIC ARTS
1-900-288-HINT (1-900-288-4468)
1-900-451-4873 (Canada)
COST (U.S.): 95¢/minute
COST (Canada): $1.15/minute

FOX INTERACTIVE
1-900-CALL4FOX (1-900-225-5436)
HOURS: (unknown)
COST: 85¢/minute

GT INTERACTIVE
1-900-CALL-2GT (1-900-225-5248)
HOURS: (unknown)
COST: 95¢/min.

INFOGRAMES
1-900-454-HINT (1-900-454-4468)
HOURS: (unknown)
COST: 99¢/minute

INTERACT GAMESHARK CODELINE
1-900-773-7427 (U.S.)
1-900-677-4242 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): $1.27/minute
COST (Canada): $1.79/minute

INTERPLAY
1-900-370-PLAY (U.S.)
1-900-451-6869 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

KONAMI
1-900-896-HINT (1-900-896-4468)
HOURS: Automated help 24 hours a day, 365 days a year; live assistance Monday through Friday, 9 AM to 5:30 PM (Pacific Standard Time)
COST: 95¢/minute for automated help; $1.25/minute for live assistance

LUCASARTS
1-900-740-JEDI (1-900-740-5334) (U.S.)
1-900-677-JEDI (1-900-677-5334) (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

MIDWAY
1-903-874-5092
HOURS: Monday through Friday, 10 AM to 6:30 PM (Central Time); Automated help available 24 hours a day, 365 days a year
COST: Standard long-distance rates to Texas apply

NAMCO
1-900-737-2262
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
COST: 95¢/minute for automated tips; $1.15/minute for live assistance

NINTENDO
1-900-288-0707 (Live assistance, U.S.)
1-900-451-4400 (Live assistance, Canada)
1-425-885-7529 (Power Line—automated tips)
HOURS (Live assistance): Monday through Saturday, 6 AM to 9 PM (Pacific Standard Time)
Sunday 6 AM to 7 PM (Pacific Standard Time)
HOURS (Power Line): 24 hours a day
COST (U.S.): $1.50/minute
COST (Canada): $2.00/minute
COST (Power Line): Standard long-distance rates to Seattle, Washington apply

PSYGNOSIS
1-900-976-HINT (1-900-976-4468)
HOURS: Monday through Friday, 9 AM to 5 PM for live assistance; automated tips available 24 hours a day, 365 days a year
COST: 95¢/minute for automated tips, $1.35/minute for live assistance

SEGA
1-900-200-SEGA (U.S.)
1-900-451-5252 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute for automated tips, $1.50/minute for live assistance
COST (Canada): $1.50/minute

SIERRA
1-900-370-KLUE (1-900-370-5583) (U.S.)
1-900-451-3356 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

SONY COMPUTER ENTERTAINMENT AMERICA
1-900-933-SONY (1-900-933-7669) (U.S.)
1-900-451-5757 (Canada)
HOURS: Monday through Friday, 8 AM to 6 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute for automated tips, $1.25/minute for live assistance, $4.95 for mailed-out tips
COST (Canada): $1.25/minute

SQUARESOFT
1-900-407-KLUE (1-900-407-5583)
HOURS: Monday through Friday, 8 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year
COST (U.S.): 99¢/minute for automated tips, $1.35/minute for live assistance
COST (Canada): $1.50/minute for automated tips only

TECMO
1-310-944-5005
HOURS: Monday through Friday, 1 PM to 5 PM (Pacific Standard Time)
COST: Standard long-distance rates to Southern California apply

THQ
1-900-370-HINT (1-900-370-4468)
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day
COST: 95¢/minute for automated tips, $1.25/minute for live assistance

UBI SOFT
1-900-420-4UBI (1-900-420-4824) (U.S)
1-900-451-5555 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): $1.50/minute

VIRGIN INTERACTIVE
1-900-288-4744 (U.S.)
1-900-451-4422 (Canada)
HOURS: 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute
COST (Canada): 55¢ for the first minute, $1.25 each additional minute

WORKING DESIGNS
1-530-243-3417
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
COST: Standard long-distance rates to California apply

TIPS & TRICKS®

THE #1 VIDEO-GAME TIPS MAGAZINE

BACK ISSUES

1999

August 1999 Pokémon Snap: Ape Escape, R-Type Delta, Shadowgate 64 (Part 1), Superman, Jade Cocoon, Driver (Part 2)

September 1999 Um Jammer Lammy: Legacy of Kain: Soul Reaver, Street Fighter III: 3rd Strike, Tail Concerto, Shadowgate 64 (Part 2), Croc 2

2000

February 2000 Tomba 2: The Evil Swine Return: Chocobo's Dungeon 2, Xena—Warrior Princess: The Talisman of Fate, Zombie Revenge, Vigilante 8: 2nd Offense, Dragon Warrior Monsters

March 2000 Jackie Chan Stuntmaster: Misadventures of Tron Bonne, Crazy Taxi, The New Adventures of Mary Kate & Ashley, Jojo's Venture, Donkey Kong 64, Gran Turismo 2

April 2000 Pokémon Stadium: Die Hard Trilogy 2, Dead or Alive 2, Ace Combat 3, Armored Core: Master of Arena

May 2000 Syphon Filter 2: Chu Chu Rocket!, Strikers 1945 Plus, Front Mission 3 (Part 1), Pokémon Stadium (Part 2)

June 2000 Resident Evil Code Veronica: Mr. Driller, I-Spy: Operation Espionage, Front Mission 3 (Part 2), Pokémon Stadium (Part 3)

July 2000 X-Men Mutant Academy: Excitebike 64, Covert Ops: Nuclear Dawn, Street Fighter III: Double Impact, Army Men: World War, Pokémon Trading Card Game, Garou: Mark of the Wolves

August 2000 Marvel vs. Capcom 2 (Part 1): Perfect Dark, Threads of Fate, NGEN Racing, Metal Slug 3, Hercules: The Legendary Journeys

September 2000 Chrono Cross: Kirby 64: The Crystal Shards, Marvel vs. Capcom 2 (Part 2), Seaman, Valkyrie Profile, Tokyo Xtreme Racer 2

October 2000 Spider-Man: Ultimate Fighting Championship, Incredible Crisis, Street Fighter III: 3rd Strike, Ogre Battle 64

November 2000 Capcom vs. SNK (Part 1): Ridge Racer V, Eternal Ring, Armored Core 2, Army Men: Sarge's Heroes 2, Tony Hawk's Pro Skater 2, The Grid

Tips & Tricks Pokémon Report: Special Pokémon issue with exclusive feature on the creators of Pokémon, plus strategy guides for Pokémon Stadium, Pokémon Trading Card Game, Pokémon Snap, and Pokémon Yellow

2001

January 2001 Gundam Battle Assault: Shenmue, Smuggler's Run, WWF No Mercy, RC de GO!, Driver 2

February 2001 Mega Man X5: Scooby-Doo! Classic Creep Capers, Theme Park Roller Coaster, Banjo-Tooie, Dragon's Lair, Razor Freestyle Scooter, The King of Fighters '99, The Grid

March 2001 Star Wars Episode 1: Battle for Naboo: The Bouncer, Project Justice, Blaster Master: Blasting Again, Phantasy Star Online

April 2001 Dance Dance Revolution: Paper Mario (Part 1), Metal Slug X, Onimusha Warlords

May 2001 Zone of the Enders: Metal Gear Solid 2 Trial Edition, Daytona USA, Point Blank 3, NBA Hoopz, Paper Mario (Part 2)

June 2001 The Simpsons Wrestling: Dr. Mario 64, Star Wars: Super Bombad Racing, Pokémon Stadium 2 (Part 1), 18 Wheeler: American Pro Trucker, Time Crisis: Project Titan

July 2001 Crazy Taxi 2: Mario Party 3, Mat Hoffman's Pro BMX, MTV Music Generator 2, Castlevania: Circle of the Moon, Pokémon Stadium 2 (Part 2)

August 2001 World's Scariest Police Chases: Gran Turismo 3: A-Spec, Bloody Roar 3, Sports Jam, CART Fury Championship Racing

September 2001 Klonoa 2: Lunatea's Veil: Sonic Adventure (Part 1), Escape from Monkey Island

October 2001 Madden NFL 2002: Pokémon Crystal, Power Shovel, Sonic Adventure 2 (Part 2)

November 2001 Spy Hunter: X-Men Mutant Academy 2, Dave Mirra Freestyle BMX 2, Fortress, Phantasy Star Online Ver. 2

December 2001 Dragon Warrior VII (Part 1): Time Crisis II, Batman: Vengeance

Tips & Tricks 2001 Video-Game Codebook: Over 10,000 Codes and Tips for Nintendo 64, Playstation, Playstation 2, Dreamcast, Game Boy, Game Gear, Super NES, Genesis, Sega CD, Saturn and 3DO

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Greetings, sports fans, and welcome to the Tips & Tricks sports section! In this monthly column, I'll be bringing you all of the freshest dirt on your favorite sports video games. Not reviews, but tips, strategy advice and roster changes that will keep you in the lead while keeping your games as true-to-life as possible. I'll also show you the newest sports-related game goodies and comment on the latest happenings I can find right here behind the...

TIPS & TRICKS SPORTS DESK

by Mike Daly

So the holiday season has come and gone, and all that BCS nonsense is just a fading memory. And what you did or didn't get for Christmas or Chanukah this year is starting to matter less and less—especially if the item in question is Microsoft's Xbox. The games look great, but there are a few wrinkles to iron out from the sportsman's perspective: namely, the controller design has slightly changed the positioning of the right-hand command buttons. The industry-standard diamond configuration has been replaced with a slanted parallelogram pattern, and the buttons are also small and very close together. This change requires some adjustments, as third-party game publishers attempt to standardize button configurations over three very different controller types (from Sony, Nintendo and Microsoft). I pray that I'm not the only one out there who was stealing while trying to jump and switching men while trying to shoot. The Xbox versions of titles that we have previously covered—like EA Sports' *NBA Live 2002* and *NASCAR Thunder 2002*—look nearly identical to their PS2 counterparts, but require adjustments because of the new controller. *Thunder* actually changes the major controls entirely, moving the accelerate and brake buttons to the left and right trigger buttons. In addition to this design issue, Microsoft has also faced other challenges; for example, I'm sure Peyton Manning seemed like a much better poster boy for *NFL Fever 2002* during the off-season than he does after this year's interception-riddled non-playoff season. Perhaps the guys at Microsoft would agree with Colt coach Jim Mora (my fellow college alumnus) when he said, "In my opinion, that sucked!" Nevertheless, the Xbox is not without its pluses.

F1 2001

EA Sports' *F1 2001* for PlayStation 2 continues to define Formula One racing simulations. Much like this year's crop of NASCAR games, *F1 2001* allows you to get deep into the details of racing, in fact, if this game got any deeper, it would come with an engine to fine-tune. You can always quick race, of course—with an impressive group of world-class drivers including the likes of Michael Schumacher and Max Montoya—but if you want to open up all the tracks for quick race use, you must achieve greatness in the Grand Prix mode, which means getting licenses and saving your progress. License tests cover everything from the basics (braking and cornering, with and without a full tank of gas) to accounting for the weather (dry tires on wet road as well as vice versa). Tests even prepare you for interactive pit maneuvers (decelerating in the pit lane, gearing up during pit work, and so forth) which, performed successfully, cut down on your necessary pit time and get you back into the race without significant delay. To really take advantage of all these frills, you have to be committed to the long haul...and that's more than just a cliché. Tire wear and fuel consumption are not even options for races less than 16 laps. That means if you want to utilize your skills in these areas, you'll have to race a half, full or 16 lap race—no minimal undertaking, to be sure. All races offer a choice of handling, either "normal" or "simulation." If you thought *F1* was easy, switch the handling to simulation and you'll find yourself re-learning the game as you try to avoid major spinouts. *F1 2002* offers the now-standard array of point-of-view options, including two from inside the car. One of these is raised slightly out of the car to afford the driver greater vision of the track lying ahead. Unfortunately, the point of view that truly puts you at the wheel compromises vision to really make the game difficult. If you can become a grand prix champ using the lower driver view with simulation handling, you're not only my hero, but you stand to make a lucrative living on the F1 circuit. For those of us without such innate driving ability, *F1 2001* can still be great fun. With its normal handling mode, driver assists (cursors announcing turns and degree of severity) and automatic speed control option, *F1 2001* can quickly allow even your grandmother to be competitive...well, with a qualifying lap, maybe.

In general, success in the game is contingent upon track position and braking. Accelerating through turns is the key to staying competitive. You must brake adequately prior to the turn, then accelerate through it. Your turning radius is actually greater when you accelerate than when you brake or coast. Controlling your car's speed capably is key to success. The car's speed can be your greatest enemy. Rather than riding your accelerator and brake by holding down ✕ and □, tap the buttons frequently. This gives you greater control of your speed and cornering without ever getting too fast or slow. Nothing impedes your finishing time more than having to come to almost a complete stop through turns.

NHL Hitz 2002

The announcer's comments may have changed, but *NHL Hitz 2002* is basically *NFL Blitz* on ice. Featuring arcade action of 3-on-3 hockey, Midway's *NHL Hitz* (for PlayStation 2, GameCube and Xbox) is a slick and fun game that is filled with high-paced action. Much like the previously covered *NBA Street*, *NHL Hitz* requires you to choose three players from whichever team you've selected. As such, you should try to pick a balance of players, with one good scorer, one crushing enforcer and one all-around player. Heavy use of passing and spin moves will help set up goals. If you score two goals in a period, you will begin to smoke; score three and you'll catch fire. By winning games, you earn money which you can spend in the game's hockey shop, which is full of jerseys and related stuff. You can also buy new rinks to open them up for quick play as well as locked characters. (The gray alien makes another appearance.) On defense, try to spot your opponent's pass before it happens and aim to slam the guy who is about to get the puck. This will keep you neck-and-neck with the CPU's fast action and plentiful one-timers.

NCAA Final Four 2002

It's not March yet, but the insanity approaches. Accordingly, 989 Sports has released its take on college hoops for PS2, *NCAA Final Four 2002*. *Final Four* builds where last year's left off, boasting stronger graphics and game flow as well as a more complex set of offensive and defensive commands. The best part of *Final Four* is its incredible selection of teams; no game features more college hoops teams than this one. The down side is that 64-team NCAA Tournament brackets cannot be manually set. You cannot, therefore, conduct your dream tournament with the 64 teams of your choice, as the bracket can only be filled via a full round of season mode or a season simulation in tournament mode. Nevertheless, *Final Four* still has plenty to offer with so many teams, making a Valparaiso/Gonzaga matchup sound more normal than exceptional.

Option settings allow for a change in skill level as well as game speed. If you like fast-break action and don't like how methodical some basketball simulations can be, raise the game speed to at least 6S. The higher you set the skill level, the less the computer players' defense will allow one-on-one isolation plays. To facilitate ball movement, you can run icon screens or icon cuts to the basket. By pressing **L1** and **L2** simultaneously, then selecting the player with a good path to the hoop, you can create more off-ball movement and some backdoor plays for easy buckets. Similarly, if you want to free up your shooter for a shot off his dribble, press **L1** + **R1**, then choose the closest available screener and he will come running up. Use him to pick your defender and get you wide open for the shot. In the easier skill levels, these plays will consistently result in easy baskets. Just use some care, as forcing these plays can yield turnovers. 989 Sports continues to push its touch shooting feature, and though it requires some acclimation, it is clearly the way to play the game. Shooting without the touch shooting feature on is very difficult and requires a more thorough knowledge of each player's capabilities. If you leave it on, touch shooting makes 3-pointers much easier and gives you an easy way to get quickly back into a game or to extend that small lead into a comfortable cushion. Replete with all teams' home floors and collegiate booing during free throws, *Final Four* is a solid dose of NCAA hoops. The only question is: How can they not put Duke's Jason Williams on the cover?

The Curse of NBA Live

Nearly a decade into the greatest pro basketball sim dynasty of modern history, we continue to beseech you (and probably shall always do so): y'all got that *Live*? Yet, as great as *NBA Live* has been to you and me over the years, it hasn't been quite so kind to its cover athletes since the series started on the PlayStation. While I'm sure that appearing on an *NBA Live* package had their agents' phones ringing a lot, many of EA Sports' cover boys have suffered some career speed bumps after their appearances on the game box. Mitch Richmond—a recent All-Star MVP and Olympic gold medalist when he made the cover of *NBA Live 97*—was subsequently traded to the awful pre-Jordan Wizards, where he eked out a basketball purgatory before being rescued this year by the Lakers' bench. Tim Hardaway, the player representing *NBA Live 98*, has seen better days since joining Pat Riley's regime, although he looks happier today coming off the Mavericks' bench. Antoine Walker was a collegiate champion and Rookie of the Year prior to his appearance on the *99* cover...but after three years of grumbling in Rick Pitino's forced labor camp called the Celtics, Walker remains the best player on the worst Celtics team ever and has his name inexorably linked to Kenny Anderson. Last year, EA must have begun to notice the trend, so it got the most talented, enthusiastic, positive role model you could ask for: Kevin Garnett. As the game's highest-paid player, he ought to be all that, but he still has an unfortunate lack of real winning power. His team has more first-round playoff exits in the last five years than Charles Barkley and Warren Sapp put together. Perhaps most significantly, this year's guy, the amazing Stevie Francis (a college standout who was a co-winner of the Rookie of the Year award two years ago) got hurt, saw his team go on a 12-game losing streak and then was arrested for DWI. Perhaps all of these events are coincidental and demonstrate no real proof of a trend. Yet, the only players to really defy the curse of *NBA Live* are Shaq (who appeared on the cover of *NBA Live 96*) and Tim Duncan from *NBA Live 2000*—although Duncan had a bad injury that year which prevented him from going to the playoffs. If I were the next NBA player to get a call from EA regarding the *2003* box, I'd think that one over very carefully.

hard core

by Pat Reynolds

Custom *Armored Core* Design

***Hard Core* is a special section of *Tips & Tricks* where we showcase some of the best custom Core designs created by you, our readers, in Agetec's *Armored* Core series of games for the PlayStation (and *Armored Core 2* for the PlayStation 2). Readers are also encouraged to challenge each other's Core designs; see page 87 for information on how to submit your Core. Let's get on to this month's batch of new Core designs!**

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Featured Core Design

Nirvana

Designed by Phil Francis of Covington, Kentucky

Parts
Head: HD-GRY-NX
Core: XXA-SO
Arms: AN-K1
Legs: LN-501
Boosters: GBG-10000
FCS: FBMB-1BX
Generator: B-VR-33
Back Unit L: RXA-77 Radar
Back Unit R: WM-SMSS24 Missile
Arm Unit L: LS03303 Laserblade
Arm Unit R: WG-XP2000 Pulse Rifle
Optional Parts: SP-JAM, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-ABS/Re

Color Scheme (Head)
Base: Red: 64, Green: 64, Blue: 00
Optional: Red: 60, Green: 45, Blue: 32
Detail: Red: 64, Green: 64, Blue: 00
Joint: Red: 64, Green: 45, Blue: 32

Color Scheme (Core)
Base: Red: 00, Green: 00, Blue: 45
Optional: Red: 64, Green: 64, Blue: 64
Detail: Red: 00, Green: 00, Blue: 45
Joint: Red: 64, Green: 64, Blue: 64

Color Scheme (Arms)
Base: Red: 00, Green: 00, Blue: 45
Optional: Red: 64, Green: 64, Blue: 64
Detail: Red: 00, Green: 00, Blue: 45
Joint: Red: 60, Green: 45, Blue: 32

Color Scheme (Legs)
Base: Red: 38, Green: 38, Blue: 00
Optional: Red: 38, Green: 38, Blue: 00
Detail: Red: 38, Green: 38, Blue: 00
Joint: Red: 38, Green: 38, Blue: 00

Performance
Armor Points: 7791
Weight: 5539
Price: 998,000

Grade: GREAT

Welcome to the all-homage edition of *Hard Core*! Every Core profiled this month was designed to commemorate a person (real or fictitious) or event. We kick things off with Phil's Nirvana design, based on the Seattle rock band in general and its late frontman Kurt Cobain in particular. If you squint and try to conjure an image of Cobain in his blue and white striped sweater and mop of blonde hair, you can almost see the resemblance in this Core. Playing Nirvana is straightforward enough; it's got the pulse rifle/ WM-SMSS24 missile combo, and there's a nice little combined attack your can use to great effect. Get your opponent in your sights, run up the lock-ons and fire a maximum payload, then start pummeling away with the pulse rifle. If it hits, it'll freeze the opponent in place briefly...and just about then, the missiles will hit. It's a good way to keep those evasive, fast movers from getting away from your missile attacks. Like its namesake, Nirvana is loud and flamboyant, but fun nonetheless. And I'm pretty sure that there's no way this Core will throw its bass guitar into the air and catch it with its face.

Shockwave

Designed by Jason Williamson of Petal, Mississippi

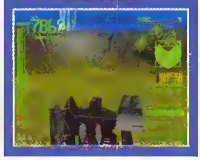
Parts
Head: HD-2002
Core: XXA-SO
Arms: AN-K1
Legs: LN-1001
Boosters: GBG-XR
FCS: FBMB-1BX
Generator: B-PT000
Back Unit L: WC-CN35 Chain Gun
Back Unit R: WM-SMSS24 Missile
Arm Unit L: N/A
Arm Unit R: WG-XW11 Laser Rifle
Optional Parts: SP-JAM, SP-ABS, SP-SAP, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-DEtq

Color Scheme (General)
Base: Red: 16, Green: 06, Blue: 14
Optional: Red: 16, Green: 06, Blue: 14
Detail: Red: 16, Green: 06, Blue: 14
Joint: Red: 16, Green: 06, Blue: 14

Color Scheme (Head)
Base: Red: 16, Green: 06, Blue: 14
Optional: Red: 16, Green: 06, Blue: 14
Detail: Red: 64, Green: 64, Blue: 00
Joint: Red: 16, Green: 06, Blue: 14

Performance
Armor Points: 7862
Weight: 6380
Price: 1,184,950

Grade: FINE



The Transformers have been with us for over 20 years, and there's a new cartoon series out now to bring even more fans into the fold. I remember playing with the original toys as a kid; my favorites were Soundwave (who transformed into a cassette player) and Shockwave, who could turn into a big gun. These were the days before it became radically uncool to give kids toys that looked like guns, but I suppose even today a big, plastic, purple ray gun would be acceptable. Anyway, here's Jason Williamson's homage to the big purple guy, Shockwave. He's got the details down, including Shockwave's day-glo eye. In lieu of transforming into a gun, though, this version uses the handheld variety: He's packing the seldom-used but very useful WG-XW11 laser rifle and the ever-popular WM-SMSS24 missile launcher. Shockwave is fast and effective, especially in open arenas where those missiles can really go to work.

Green Lantern

Designed by Daniel Bright of Hanover, Indiana

Parts
Head: EHD-DOME
Core: ZCX-F/ROOK
Arms: EAN-02-BG
Legs: ZLN-WA02/SS
Boosters: ZBT-GEX/3000
FCS: DOX-ALM
Generator: HOY-B1000
Radiator: RPS-MER/SA
Inside: N/A
Extension: N/A
Back Unit R: EWM-S612 Small Missile
Back Unit L: N/A
Arm Unit R: EWG-MGSAW Machine Gun
Arm Unit L: ELS-3443 Laser Blade
Option Parts: SP-BCNDR, SP-ECM-JAM, SP-M/AUTO, SP-VIECH

Color Scheme (Head)
Base: Red: 105, Green: 115, Blue: 120
Aid: Red: 70, Green: B0, Blue: 90
Optional: Red: 0, Green: 0, Blue: 0
Detail: Red: 0, Green: 200, Blue: 0
Joint: Red: 0, Green: 0, Blue: 0

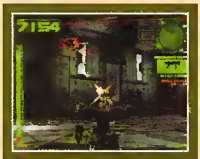
Color Scheme (Core)
Base: Red: 20, Green: 30, Blue: 20
Aid: Red: 0, Green: 100, Blue: 0
Optional: Red: 0, Green: 0, Blue: 0
Detail: Red: 0, Green: 200, Blue: 0
Joint: Red: 0, Green: 0, Blue: 0

Color Scheme (Arms)
Base: Red: 0, Green: 0, Blue: 0
Aid: Red: 0, Green: 100, Blue: 0
Optional: Red: 0, Green: 0, Blue: 0
Detail: Red: 0, Green: 200, Blue: 0
Joint: Red: 95, Green: 100, Blue: 105

Color Scheme (Legs)
Base: Red: 0, Green: 0, Blue: 0
Aid: Red: 0, Green: 50, Blue: 0
Optional: Red: 0, Green: 100, Blue: 0
Detail: Red: 0, Green: 0, Blue: 0
Joint: Red: 0, Green: 100, Blue: 0

Grade: BELOW AVERAGE

Performance
Armor Points: 8429
Weight: 5973
Price: 576,700



Here's the first superhero-themed creation to appear in the pages of *Hard Core*. Daniel's Core is rated Below Average, but that's only because he's left some weapon slots empty. In the game's eyes, at least, fewer weapons mean a lower rating. Green Lantern's combination of machine gun and missile launcher is effective, though, if not overly powerful. You'll have to work to earn your victories with this Core. On the plus side, Green Lantern has great energy use—it can really boost, over-boost and fly around, pestering opponents with machine gun fire and missiles. Without an inside part or extensions, you'll have to rely on skill to dodge missiles and other projectiles. Like I've said before, though, the quality of the Core is 80% pilot skill and 20% design. If you can dodge and fly like a pro, you'll probably find Green Lantern to your liking.

The Memory

Designed by VileZero

Parts
Head: EHD-NIGHTEYE
Core: ECH-D4
Arms: ZAN-707/E
Legs: ELN-STVM
Boosters: ZBT-H4/T
FCS: LODD-BLAZER
Generator: HOY-B1000
Radiator: RRX-COT-GK10
Inside: INW-DEC-MQ2 Decoy Dispenser
Extension: BEX-BAMS-287 Anti Missile
Back Unit R: ZWM-M24/IMI Middle Missile
Back Unit L: EWR-M60
Arm Unit R: EWG-HC-GN210 Grenade Rifle
Arm Unit L: ZES-99/MIRROR Energy Shield
Option Parts: SP-S/SCR, SP-ENE-SCR, SP-CIR-K

Color Scheme (General)
Base: Red: 0, Green: 0, Blue: 0
Aid: Red: 200, Green: 0, Blue: 0
Optional: Red: 100, Green: 100, Blue: 100
Detail: Red: 200, Green: 200, Blue: 200
Joint: Red: 25, Green: 25, Blue: 25

Performance
Armor Points: 9606
Weight: 11042
Price: 876,300

Grade: EXCELLENT

Here's a Core designed as a tribute to the memory of the people who lost their lives in the tragic events of September 11. Designer VileZero says of this design, "This is just my way of trying to cope and deal with the sickness that has come with the stress. A pity I can't take this AC into battle myself." The Memory is the kind of weapon VileZero wishes the U.S. had to take into battle against the evil, twisted maniacs who perpetrated the attack against America. Technically speaking, it requires a fair amount of skill to successfully use this well-designed Core. It's a big, slow Core and it eats energy quickly, which makes evading missiles and other homing weapons difficult.

If you're an *Armored Core* fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

Tips & Tricks Armored Core Designs
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

Now you can submit your Core designs online, on the Core Dump's *Hard Core* Submissions forum! Set your web browser to:
http://www.ac-coredump.net/cgi-bin/ikonboard//ikonboard.cgi

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of *Tips & Tricks*. Note: I'm keeping an eye out for Core designs that excel in specific areas; i.e. Highest AP, Fastest Core, Most Expensive, etc. for a future awards edition of *Hard Core*. As always, overweight or otherwise illegal Core designs get tossed in the trash.

TIPS & TRICKS Tournament Report

by Jason Wilson

Sponsored by TWIN GALAXIES The Official Electronic Games Scoreboard™ www.twingalaxies.com

This monthly column features reports on all of the major arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in *Tips & Tricks* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *Tips & Tricks Tournament Report*, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

BURBANK CVS2 TOURNAMENT!

All Amusement Center in Burbank, California held its first *Capcom vs. SNK 2* tournament on October 27, 2000 with 24 competitors coming out from all over Los Angeles! Kris" KP" Patel made his way through the entire bracket undefeated until he met his match in George Posados and his deadly P Groove team of Yamazaki, Dhalsim and Sagat. Peter "Combofiend" Rosas showed players that he is more than just a *Marvel vs. Capcom 2* expert with his impressive third-place finish and incredible combos in A Groove! Thanks to George Alfonso for the pictures, and to Kris Patel for running a smooth tournament.

1st Place—George Posados (P Groove Dhalsim, Sagat, Yamazaki)
2nd Place—Kris "KP" Patel (C Groove Athena, Morrigan, Cammy)
3rd Place—Peter "Combofiend" Rosas (A Groove Todo, Balrog, Ken)
4th Place—George "Marvel" Alfonso (N Groove Iori, Sagat, Ken)

GOLFLAND TEKKEN 4 TOURNAMENT

On November 4, 2001, more than 64 players traveled to Stanton, California from all over the West Coast to participate in the first major *Tekken 4* tournament at Southern Hills Golfland. Some 20-odd players had to be turned away, as there was a cap placed on the number of participants allowed to enter the tournament; this was the only way to have the event finish at a reasonable hour! Mike Nappi (the United States' #1-ranked *Tekken* player) took first place with a variety of characters over local rival Shaun Laursel of Compton. Congratulations to the winners! Thanks to John Bailon for allowing this tournament to take place and to Joey Cueliar for the photos.

1st Place—Mike Nappi (many characters)
2nd Place—Shaun Laursel (Jin, Nina)
3rd Place—Alex Salguero (Heihachi, Jin, Violet)

United States Top 10 Player Rankings

(Rankings based on previous tournament performances, compiled by *Tips & Tricks* Magazine)

Capcom vs. SNK 2 Top 10 Players

1. John Choi (Golfland USA, Sunnyvale, CA)
2. Eddie Lee (Chinatown Fair, New York, NY))
3. Jason Nelson (Golfland USA, Sunnyvale, CA)
4. Jason Cole (Golfland USA, Sunnyvale, CA
5. Ricky Ortiz (Chinatown Fair, New York, NY)
6. Julian Robinson (University Pinball, Philadelphia, PA)
7. Jason Wilson (All Amusement Center, Van Nuys, CA)
8. JHL (Montreal, Canada)
9. (tie) Tong "Genghis" Ho (Southern Hills Golfland, Stanton, CA)
9. (tie) Kris "KP" Patel (Family Fun Arcade, Granada Hills, CA)
10. Alex Valle (Southern Hills Golfland, Stanton, CA)

Marvel vs. Capcom 2 Top 10 Players

1. Justin Wong (Chinatown Fair, New York ,NY)
2. Alex Valle (Southern Hills Golfland, Stanton, CA)
3. Duc Do (James Games/Southern Hills Golfland, Upland, CA/Stanton, CA)
4. Jay "Viscant" Snyder (Nickel City, La Jolla, CA)
5. Ricky Ortiz (Golfland USA, Sunnyvale, CA)
6. Rattana Phantarouh (University of Washington, Seattle, WA)
7. Mike Devonish (Chinatown Fair, New York, NY)
8. Golden Nismor (Hawaii)
9. Peter "Combofiend" Rosas (College Arcade, Los Angeles, CA)
10. Sanford Kelly (Chinatown Fair, New York, NY)

TOURNAMENT CALENDAR

RECURRING TOURNAMENTS

Capcom vs. SNK 2 Bi-Weekly Tournaments
Contact: Golfland USA
855 E. El Camino Real
Sunnyvale, CA
(408) 245-1322

Flipper's Amusement Center Tournaments
Contact: Flipper's Amusement Center
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Miami, FL 33183
(305) 273-0381
Various weekly tournaments in *The Grid*, *Capcom vs. SNK*, *Capcom vs. SNK 2*, *Marvel vs. Capcom 2*, and *Street Fighter III: 3rd Strike*.

Eight on the Break Tournaments
Contact: Eight on the Break
340 North Ave.
Dunellen, NJ 08812
(732) 752-8880
Tournaments twice a week on *Marvel vs. Capcom 2*, *Tekken 4*, *Capcom vs. SNK 2* and others.

***Marvel vs. Capcom 2/Capcom vs. SNK 2/Tekken 4* Monthly Tournaments**
Contact: George Alfonso
All Amusement Fun Center
7888 Van Nuys Blvd.
Van Nuys, CA 91402
(818) 756-0550

***Marvel vs. Capcom 2/Capcom vs. SNK 2/Tekken 4* Monthly Tournaments**
Contact: Southern Hills Golfland
12611 Beach Blvd.
Stanton, CA 90680
(714) 895-4550

***Marvel vs. Capcom 2/Capcom vs. SNK 2/Tekken 4* Monthly Tournaments**
Contact: University Pinball
4006 Spruce St.
Philadelphia, PA 19104
(215) 387-3923

PlayStation 2

A SHADOWY CORPORATION HAS SEIZED CONTROL OF YOUR COUNTRY.
THE PEOPLE HAVE TAKEN TO THE STREETS IN PROTEST.
A STATE OF EMERGENCY HAS BEEN DECLARED
AND IT IS NOW TIME FOR YOU TO FIGHT FOR YOUR FREEDOM.

STATE OF EMERGENCY

TRY TO TOPPLE THE CORPORATION
OR SIMPLY CAUSE COMPLETE MAYHEM

PREPARE FOR CHAOS AS HUNDREDS OF PEOPLE
FILL THE SCREEN –
EACH CITIZEN REACTS DIFFERENTLY TO EVENTS

WATCH YOURSELF – DEATH SQUADS PROWL
THE STREETS LOOKING FOR TROUBLE

MATURE M CONTENT RATED BY ESRB
Blood and Gore
Violence

VIS

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TIPS & TRICKS COLLECTOR'S CLOSET

Are you a video game pack-rat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up enough money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this new monthly column is for you!

by Joe Santulli

WHITHER SUPERVISION?

In 1992, upstart electronics manufacturer Watara attempted to shock the portable gaming world by releasing a system that was, on paper, a solid competitor to Nintendo's venerable Game Boy. By producing these at a very low cost to the consumer ($49.95 for the system and less than $15 for the games) and producing the units around the world through various distributors, the SuperVision handheld game system was ready to storm to the top of every gamer's wish list.

Aside from its absolutely awful audio reproduction, the SuperVision technology was impressive. Sporting a nice, solid feel and a "bendable" display which reduces that nasty glare we've all become accustomed to, the system is comfortable as well as efficient. The display screen is slightly larger than that of the Game Boy at 160 x 160 pixels (vs. Gameboy's 160 x 144), shown in four shades of green. Inside is a 6SC02 processor running at 4 mhz, allowing it to potentially do anything a Game Boy can do. There are quite a number of different models available, depending on where you live or who manufactured them—among them, Watara (US, Canada, Spain, Italy), Quickshot (UK), Hartung (Germany, Netherlands), AudioSonic (Italy, France), Vini (Denmark), Magnum (US, Europe) and Videojet (France).

To further exemplify Watara's commitment to the marketplace, it even produced a TV Link peripheral, which is very much the equivalent of Nintendo's Super Game Boy unit. Plug your handheld into the docking station, plug the docking station into your television and suddenly you're playing your games "colorized" (four colors) on your big screen!

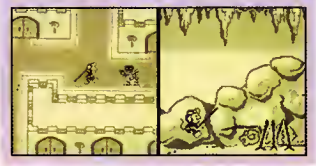
One small problem: the games. Without the aid of third-party developers, arcade licenses or ANY familiar characters for that matter, the titles have a rather "generic" air to them. In addition, the line-up primarily featured knock-offs of popular titles and/or weak attempts at exploiting the system's power. Even with its impressive marketing strategy that spanned the globe and made it into most every major gaming magazine, the system certainly posed no competition to Nintendo.

That's not to say that the system is crap. In fact, it's really quite good and has become one of those fun collectible systems. If you own one, most people will look at you and ask, "Is that some kind of Game Boy clone?" You can look them square in the eye and reply, "No, it's something better."

Provided here is a complete list of Supervision games. Hunt them down and enjoy this underrated and entertaining little system!

Special thanks to Sylvain de Chantal and Syd Bolton (http://www.pixelpower.on.ca/supervision) for their assistance in compiling this information.

2 in 1 (Magincross & Police Bust)
2 in 1 (Eagle Plan & Hash Blocks)
4 in 1 (Hash Block /Jacky Lucky/ Challenger Tank/Brain Power)
Alien
B52 Battle
Balloon Fight
Blockbuster
Brain Power
Bubble World
Carrier
Challenger Tank
Chimera
Chinese Checkers
Classic Casino
Climber
CrystBall
Dancing Blocks
Delta Hero
Dream World
Eagle Plan
Earth Defender
Fatal Craft
Final Combat
Galactic Crusader
Galaxy Fighter
Grand Prix
Happy Pair
Happy Race
Hash Blocks
Hero Hawk
Hero Kid
Honey Bee
Jade Legend
Jaguar Bomber
John Adventure
Journey To The West
Juggler
Kabi-Island
Kitchen War
Kung-Fu Street
Linear Racing
Magincross
MahJongg
Matta Blatta
Olympic Trails
P52 Sea Battle
PacBoy & Mouse
Pacific Battle
PaPo Team
Penguin Hideout
Police Bust
Pyramid
Recycle Design
Scaffolder
Soccer Champion
Sonny X'Press
Space Fighter
Sssnake
Super Block
Super Kong
Super Pang
TASAC 2010
Tennis Pro '92
Thunder Shooting
Treasure Hunter
Untouchable
USA Sea Battle
Witty Kitty



SPOTLIGHT ON: COLLECTING THE COLLECTIONS

In the world of collecting, there are many ways to set goals and keep your purchases focused on the things you really like. A few throwbacks I know will only collect modern games if they have some tie-in to the "classics" or to arcade games of the past. This is an interesting way to collect—with the insurgence of retro-based remakes and "greatest hits" collections from the past, it's not terribly difficult to obtain a complete collection of these nostalgic offerings. Let's take a look at what's out there today for a system that is about to become a collectible itself: the Sony PlayStation.

Namco Museum series

A wonderful set of five discs, each originally emblazoned with a giant letter from the word NAMCO. Each disc features a virtual museum with interesting goodies from the Namco archives. You could easily spend as much time browsing the "extras" as you would playing the games. Editions 1 ("N") and 3 ("M") have been offered in the PlayStation Greatest Hits series as well, making them much easier to find. The *Pole Position* and *Rally-X* games in the first and third volumes even support Namco's NegCon analog controller. A special sixth disc, the *Encore* edition, was only released in Japan, and it could be packaged with a stunning display case—all the more reason to collect the entire collection!

Game titles:
Volume 1 ("N")—*Pac-Man, Galaga, Pole Position, Bosconian, Rally-X, New Rally -X, Toy Pop* **(Street value: $5-$15)**
Volume 2 ("A")—*Xevious, Gaplus, Super-Pac-Man, Mappy, Grobda, Dragon Buster* **(Street value: $40-$50)**
Volume 3 ("M")—*Galaxian, Ms. Pac-Man, Pole Position II, Dig Dug, Phozon, The Tower of Druaga* **(Street value: $5-$15)**
Volume 4 ("C")—*Assault, Pac-Land, The Return of Ishtar, Ordyne, The Genji and the Heike Clans* **(Street value: $10-$20)**
Volume 5 ("O")—*Pac-Mania, Metrocross, Baraduke, Legend of Valkyrie, Dragon Spirit* **(Street value: $40-$50)**
Encore (Japan only): *King & Balloon, Motos, Sky Kid, Rolling Thunder, Dragon Saber, Wonder Momo, Rompers*
(Street value: $25-$40)

Arcade's Greatest Hits series

Beginning with the *Williams Collection* package—one of the earliest compilation discs for the PlayStation—all of the titles in Midway's *Greatest Hits* series have a nice interface with little extras like interviews and photos of the arcade machines, artwork and promotional materials.

Game titles:
Williams Collection—Joust, Defender, Robotron, Sinistar, Bubbles, Stargate **(Street value: $5-$10)**
Midway Collection 2—Joust 2, Splat!, Burgertime, Blaster, Moon Patrol, Tapper, Spy Hunter **(Street value: $5-$10)**
Atari Collection 1—Asteroids, Battlezone, Centipede, Missile Command, Super Breakout, Tempest **(Street value: $5-$15)**
Atari Collection 2—Paperboy, Gauntlet, RoadBlasters, Crystal Castles, Marble Madness, Millipede **(Street value: $5-$15)**

Arcade Party Pak

A slight departure here; this Midway compilation could just as easily have been called "Midway Collection 3." It consists of excellent multiplayer games originally produced by Atari, Midway and Williams.

Game titles:
720, Smash TV, Klax, Rampage, Super Sprint, Toobin' **(Street value: $5-$10)**

Atari Anniversary Edition Redux

Released in 2001 by Infogrames, *Redux* actually includes two arcade games that were never released on a home console before: *Space Duel* and *Black Widow*. Both are Atari vector-graphics games that are not as well known but oh-so-much fun to play.

Game titles:
Asteroids, Asteroids Deluxe, Battlezone, Centipede, Space Duel, Gravitar, Black Widow, Missile Command, Pong, Super Breakout, Tempest, Warlords
(Street value: $15)

Konami Arcade Classics

One of my favorites. While most of these titles are unfamiliar to the general populace, they were, for the most part, terrific arcade games. Now is your chance to check them out!

Game titles:
Pooyan, Scramble, Yie Ar Kung-Fu, Roc 'N Rope, Shao-Lin's Road, Circus Charlie, Super Cobra, Road Fighter, Time Pilot, Gyruss
(Street value: $10-$20)

Irem Arcade Classics (import)

Released in Japan, this one is for completists only. Not a very robust selection here with only three games, and the games won't keep you occupied for very long. Worth hunting down to complete your collection, but you'll find it collecting dust before long.

Game titles:
Zippy Race, 10-Yard Fight, Kung-Fu Master
(Street value: $25-$40)

Nichibutsu Arcade Classics (import)

Probably the most difficult title to find on this list. Well worth the price for the two *Crazy Climber* games and the mind-numbingly difficult (but addictive) *Moon Cresta*.

Game titles:
Moon Cresta, Crazy Climber, Crazy Climber '85, Frisky Tom, Tom's Strike-Back, SF-X
(Street value: $45-$60)

Capcom Generation series (import)

Released in Japan and somewhat imitating the *Namco Museum* series, this five-volume collection for the PlayStation and Sega Saturn falls well short of most of the others on this list, containing far too few games and "extras." Taken as a whole, it's an interesting collection and includes not only arcade ports but a few home console versions as well.

Game titles:
Generation 1—1942, 1943, 1943 Kai
Generation 2—Ghouls 'N Ghosts (Arcade, Genesis and Super NES versions)
Generation 3—Son Son, Pirate Ship Higemaru, Vulgus, Exed Exes
Generation 4—Commando, Gun.Smoke, Mercs 2
Generation 5—Street Fighter II, Street Fighter II Champion Edition, Street Fighter II Turbo
(Street value: $15-$25 each)

Activision Classics

Don't even get me started on this atrocity of good Atari 2600 games emulated poorly. Suffice it to say that it's nice to have if you must collect all of the PlayStation "collection" discs.

Game titles:
Pitfall!, Kaboom!, River Raid, H.E.R.O., Keystone Kapers and 25 more
(Street value: $5-$10)

Intellivision Classics

As bad as the Atari 2600 compilation was, somehow these wonderful Intellivision games were emulated even sloppier.

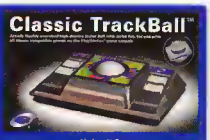
Game titles:
Astrosmash, Sea Battle, Frog Bog, Snafu, Star Strike and 25 more **(Street value: $5-$15)**

Konami Antiques MSX Collection series (import)

Konami released three volumes of ten games each for Japan, where the MSX computer is better known. To the U.S. collector, the system is quite scarce, and the games will remind you of those found on the Nintendo 8-bit console.

Game titles:
Parodius, Comic Bakery, Hyper Sports, Gradius, Twin Bee and more
(Street value: $10-$20 each)

NYKO CLASSIC TRACKBALL



If you're at all interested in these classic game collection discs, you should definitely seek out Nyko's Classic TrackBall for the PlayStation. Games like *Centipede, Missile Command* and *Crystal Castles* all featured trackball control panels in the arcade, so this is the only way to get that real arcade feel when playing *Arcade's Greatest Hits: The Atari Collection 1* or *2*. It also works with any mouse-compatible PS one game, including *Discworld* and the *Command & Conquer* games. Interestingly, one of the people involved in designing the Classic TrackBall was Dan Kramer, co-creator of the high-quality Atari 5200 Trak-Ball controller. Slightly hard to find, but still affordable when one turns up in an online auction or used game store. (Street value: $10-$20)

THE ORIGINAL COLLECTORS

If you checked out last month's *Collector's Closet*, you read about some of the video-game magazines that graced newsstands in the 1980s. The pioneer magazine (and considered the best by many avid gamers) was *Electronic Games*. From 1982 through 1985, the editorial team of Arnie Katz, Bill Kunkel and Joyce Worley brought the electronic entertainment world into our homes. The magazine was chock full of previews, reviews and commentary on the state of an industry that was still in its infancy. If you were to read those magazines today, you'd be shocked at how "on the money" they were. They predicted everything from the rise of console gaming to its untimely demise in 1984.

Some of these rare prototype cartridges will be up for auction at the 2002 Classic Gaming Expo

Pioneering video-game journalists Joyce Worley, Arnie Katz and Bill Kunkel with Joe Santulli of *Tips & Tricks' Collector's Closet*

The trio stayed quite active in the industry well into the 1990s, producing various magazines including *Sega Visions*, a revived *Electronic Games* and the long-running *VideoGames & Computer Entertainment*. (It should interest you to know that *Tips & Tricks* is a direct descendant of the latter magazine and continues to be published by the same company.)

Over the past decade, Arnie has been a mentor to me. He inspired myself and many others to pursue independent publishing, thanks primarily to the public attention he personally gave to fanzines throughout the early '90s. He's been there to guide me around the pitfalls and direct me to the topics people really wanted to read about. I believe no one has a better understanding of the place and purpose for the "indys," and the electronic gaming scene was just one small piece of his overall contribution to fandom. He is just as well known in the science fiction and pro wrestling fan scenes. During the past four years, I got to know his associates: his wife, Joyce and their close friend, Bill, who have in turn made a major impact on both the electronic gaming industry and the fandom forums mentioned previously.

This past November, the founders of *Electronic Games* magazine asked me to visit them to see some of the things they had collected over the years. Although much of their collection was packed away, it was in remarkably pristine condition. Press materials and promotional items from the 1980s stuffed into heavy boxes...beta versions of Atari and ColecoVision games stacked alongside a complete, new-condition AdventureVision system...walls of software, most in their original packaging, neatly stowed with strategy books and buyer's guides from the ages and incredibly unusual handheld games. And that was just in Arnie's basement! I have never been surrounded by such a wide variety of unique items...and more overwhelmingly, they were gracious enough to donate many of their rarest collectibles to the Classic Gaming Expo (CGE), a show that I co-organize each year. Many of the items in their collection will be on display in the museum at this year's CGE (which will be held in Las Vegas' Plaza Hotel August 11th and 12th), but a number of very unusual pieces will be auctioned off at the Expo as well. You'll want to be there to get a shot at some of the things most collectors will only be able to dream about!

Shelves of gaming goodies in Kunkel's collection

So what is this crew doing these days? Well, they're as busy as ever. They each put an incredible amount of time, effort and love into their wrestling website, http://www.prowrestlingdaily.com. I've browsed through the site and it really is something special, a quality we've become accustomed to while enjoying their work over the years. Joyce and Arnie are also working on a book about collecting popular culture items. They are undeniably, forever, collectors to the bone.

If you're looking for special game collectibles (such as pins, pens, t-shirts, mouse pads), Bill Kunkel has offered his email address for you to inquire. He can be reached at POTSHOTK@aol.com and all he asks is that you specify what games/companies/type of collectibles you're looking for. Remember that the best of their collectibles will be auctioned off at CGE in August...but as you can see, there is certainly no shortage of goodies!

ROOM OF DOOM

Let's all give a shout out to Toby Paddock of Allenstown, New Hampshire. Known by his friends as "Sylentwulf", he is one of those super-collectors who does not limit his collecting to any particular system or era. One look at his pictures shows that he's been at it for quite awhile! Toby has been gaming since he was six, when he was cutting his teeth on a ColecoVision system. He cites his favorite systems as ColecoVision, Nintendo Entertainment System, Super NES, PlayStation and PS2.

I invite you to send in your own personal "Room of Doom" photos for display in a future edition of *Tips & Tricks Collector's Closet*. Send two or three photos of your proudly-displayed games to "Room of Doom," c/o *Tips & Tricks*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, and be sure to tell me about the highlights of your collection.

WIN! The Ultimate Gaming Rig!!

OVER $20,000.00 IN PRIZES!

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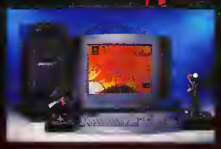
"We Make You Think..."



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? It looks simple, but it's only the start. Each of five more puzzles will get harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Try your hand and play to win!

Computer Contest. Win a tricked out gaming computer with 2.0 Ghz Pentium 4, 512 meg. RAM, 100 Gig. HD, DVD, Windows XP, Nvidia card and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Microsoft XBox, Nintendo Gamecube and Sony Playstation 2! Get all three or trade the ones you don't want for CA$H! Bonus options include: 33" monitor, $1,000 in games you choose, Gameboy Advance, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch HDTV monitor, 130 watt receiver w/ Dolby Digital, DVD and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. For each contest there will be four more puzzles at $2.00 each and one much tougher final at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H					M
		E				Y
P	I	N	C	H	W	S
	R					T
S						E
						R
						Y
						W
						O
						R
						D

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.....K	BLAST .....A	WRECK.....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO.....V
STOMP .....T	STAND.....R	PRESS.....E	DREAM....O
CRUSH.....I	SCORE .....H	SLANT L	CHASE.....P

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes! ENTER ME TODAY, HERE'S MY ENTRY FEE:

- ☐ ($3.00) Video Game Contest
- ☐ ($3.00) Media Rig Contest
- ☐ ($3.00) Computer Contest
- ☐ ($5.00) SPECIAL! Enter them all (SAVE $4.00)

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Address _____

City _____ State _____ Zip _____

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WEST LINN, OR 97068-8253

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Verifiable retail value of the prize packages as follows: Media Rig Contest package $7,012.00 core components shown, bonus options $3,449.00, cash options $1,250.00. Computer Contest package $2,500.00 for computer, bonus options $2,337.00, cash options $1,250.00. Video Game Contest $700.00 for systems shown, $3,549.00 bonus options, $1,250.00 cash options.

JAPAN REPORT!

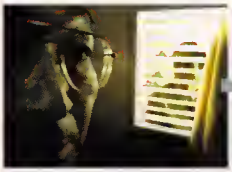
by Anatole Brown

SOLID SALARYMEN

We saw this hilarious Japanese TV commercial for *Metal Gear Solid 2: Sons of Liberty* involving a couple of frantic salarymen at the office. They're hunting down their elusive boss as the dramatic *Metal* Gear theme by Harry Gregson-Williams plays on:

He's hiding behind the copier...

...in the trash...


...and in the closet.

The old cardboard box trick.

Man, where'd he go?

Up against the ceiling.

Zing! Gotcha!

BUSTED!

THE PIKACHU AXE

It's time to shred some wood with this wicked Pikachu electric guitar! The power of Pikachu's electric charge will rip through your fingers as you crank out some wailing licks—if you can find the guitar, that is. To commemorate the recent opening of Pokémon Center New York, Nintendo of Japan built only 40 limited-edition small-scale Pikachu guitars. Each one costs 43,000 yen and comes in a carrying case with the Pokémon Center New York logo. The Fender-style "Pikachu" logo can only be described as way excellent. The guitar has a built-in speaker and amp with a switch to change between the normal "clean" sound and hard-rockin' distortion. Only 40 guitars...that's harsh!

Sega Memorabilia

With the official end of Sega's involvement in the hardware business, Sega has put some interesting memorabilia up for sale on its Japanese website. The stylish Dreamcast wristwatch will go on sale in March for 9,900 yen. The console-shaped faceplate opens up to reveal a digital timepiece. One of the weirdest things we've seen for sale is the crystal-encased CPU chip from the Mega Drive system (Sega Genesis in the U.S.); the price is close to $150! Isn't it cheaper to buy a used Genesis and rip the chip out? It takes all kinds to be a Sega fan, but let's not get suckered here.

Crash Heads Meeting

Crash Bandicoot looks like he's been a little dissatisfied with his TV commercials in Japan, so he conducted his own production meeting at Konami's office (Konami publishes the *Crash* titles in Japan) to come up with ideas to promote *Crash Bandicoot 4: Sakuretsu! Majin Power* (*Crash Bandicoot: The Wrath of Cortex*). We knew Crash had a huge head, but we didn't know he had an ego to match!

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Music tames the savage beast...
An entirely new type of music entertainment.

"Simply put, Gitaroo Man is one of the most entertaining titles yet in the rhythm-action genre." – Next Gen

Play as the legendary Gitaroo Man and save the planet from the clutches of the evil Grabaren family!

10 colorfully unique stages, each with its own music including reggae, rock, hip-hop, techno, and more!

Musical Deathmatches and Harmonizing Co-op play for up to 4-players!

The Gitaroo is the weapon! Keep with the rhythm as you shoot, duck, and dodge your way to victory!

EVERYONE E CONTENT RATED BY ESRB

Mild Language

PlayStation®2

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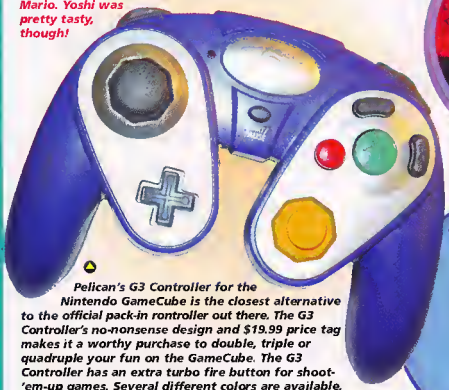
COOL ZONE

Your eyeballs are only inches away from the coolest game-related goodies that we could lay our hands on during the last 30 days! We dare you to finish reading this sentence before jumping head-first into the...

Check out this small Game Boy Advance-shaped candy box filled with Nintendo gummy characters! The label says you can store GBA cartridges in the case. We felt a little guilty eating Donkey Kong and Mario. Yoshi was pretty tasty, though!

When you first pick up Pelican's Trick Controller for the Xbox, it feels like a big hunk of rubber. The full-body rubber gripping material gives it a sturdy feel but it also adds considerable weight to the controller. The buttons are round instead of oval-shaped like the standard Xbox buttons, which is a big plus for some users. The Trick Controller can record combos with a special programming button. The combos can be rerorded in real-time during gameplay. Available for $24.99.

If you don't want to keep your GameCube games in those burly DVD-type cases, then check out Pelican's Game Disc Cases. For $4.99 you get five multi-colored plastic cases to store those mini-DVD GameCube discs.



Pelican's G3 Controller for the Nintendo GameCube is the closest alternative to the official pack-in rontroller out there. The G3 Controller's no-nonsense design and $19.99 price tag makes it a worthy purchase to double, triple or quadruple your fun on the GameCube. The G3 Controller has an extra turbo fire button for shoot-'em-up games. Several different colors are available, including purple, red, green and silver.

This simple Game Disc Case makes a handy little carrying case for all your GameCube games. It also comes with an anti-static wiping cloth. Also available for $4.99.

We just can't get enough of the heavy-duty cables by Monster Cable, including this hefty PlayStation 2 Freeplay Extension Cable for two players. A nifty blue LED light glows on the connector to ensure proper connection. Give you and a friend some breathing room for $29.99.

Thrustmaster has been known to make excellent racing wheels for the PC; now it's bringing that expertise to the Xbox with the NASCAR Pro Victory wheel. The wheel can be clamped onto a desk or placed on your lap. Thrustmaster has always taken great pride in the smooth power-steering feel of its wheels and the NASCAR model is no exception. The wheel comes with a foot pedal unit or you can use the wheel-mounted levers for braking and acceleration. This excellent Xbox controller retails for only $59.99.

Quarterbacks in the NFL often have to learn playbooks that are the size of "War and Peace". Sometimes they'll use a wristband as a sort of "cheat sheet" during a game. We got our own quarterback wristband for NFL GameDay 2002. They gave us the Post Corner route play but that's only good for out-of-bounds plays when you're running out of time. Clock management is for wusses.

Monster Cable just released a whole line of Xbox cables to make your games a lot prettier. The Gamelink 400 X Component Video/Analog Cable is for the serious graphics aficionado and retails for $59.95.

The Gamelink 300 X S-Video AV Cable delivers a high-quality picture for $44.95.

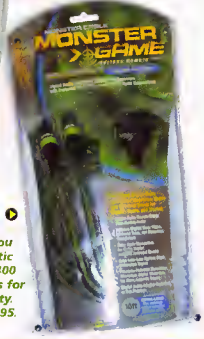
We got some Syphon Filter 3 shampoo bottles but they're all labeled with weird descriptions like "Antidote" and "Truth Serum". Confessionals in the shower can be very ugly indeed.

Most people have standard RCA composite inputs for their TVs and should purchase the Gamelink 200 X AV Cable for superior quality. Get hooked up for $34.95.

Link up to another Xbox or find an opponent on the Internet with the Gamelink X-Link Ethernet Cable. It's basically a standard Category 5 ethernet cable but it's green! X-Link sells for $39.95.

"What is the sound of one hand clapping?" Like Daxter's yapping maybe? Sony sent us this small-scale Zen Rock Garden to keep us meditating on the dharma of Jak & Daxter. We could also use a vacuum with all the sand in the office.

The Lightwave 100 X fiber optic audio cable gives you crystal-clear digital sound for your Xbox. A special digital audio adapter allows you to connect the fiber optic cable to the Gamelink 400 X, 300 X or 400 X cables for intense fiber optic clarity. Clear your ears for $39.95.



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Shrapnel impact at 600+mph.
Mon Calamari.

Swapping paint with Skywalker.
Tatooine.

Turbo-boost slice between canyon wall and Oud Bolt.
Sullust.

PlayStation 2

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